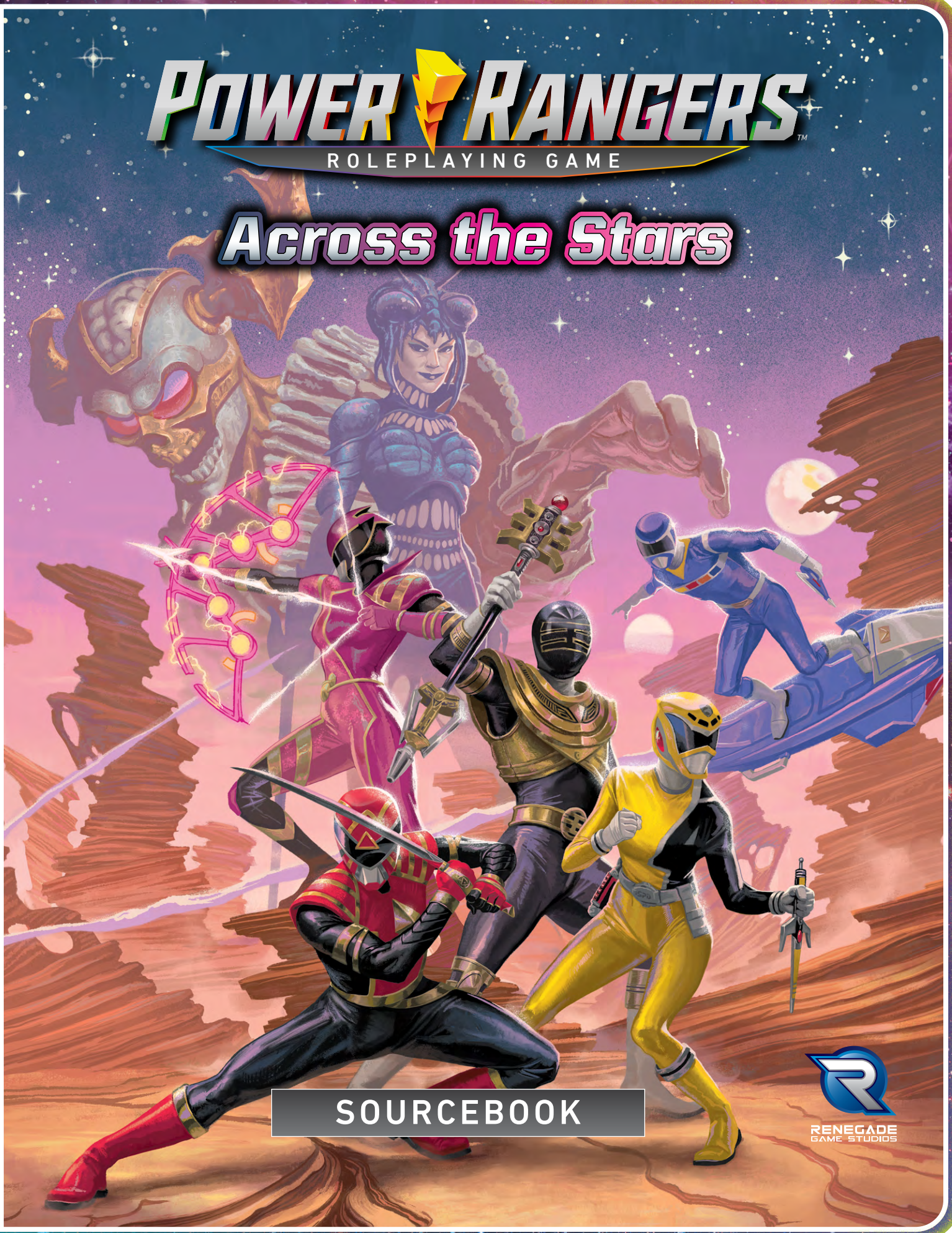
Power Rangers

ROLEPLAYING GAME

Across the Stars



SOURCEBOOK

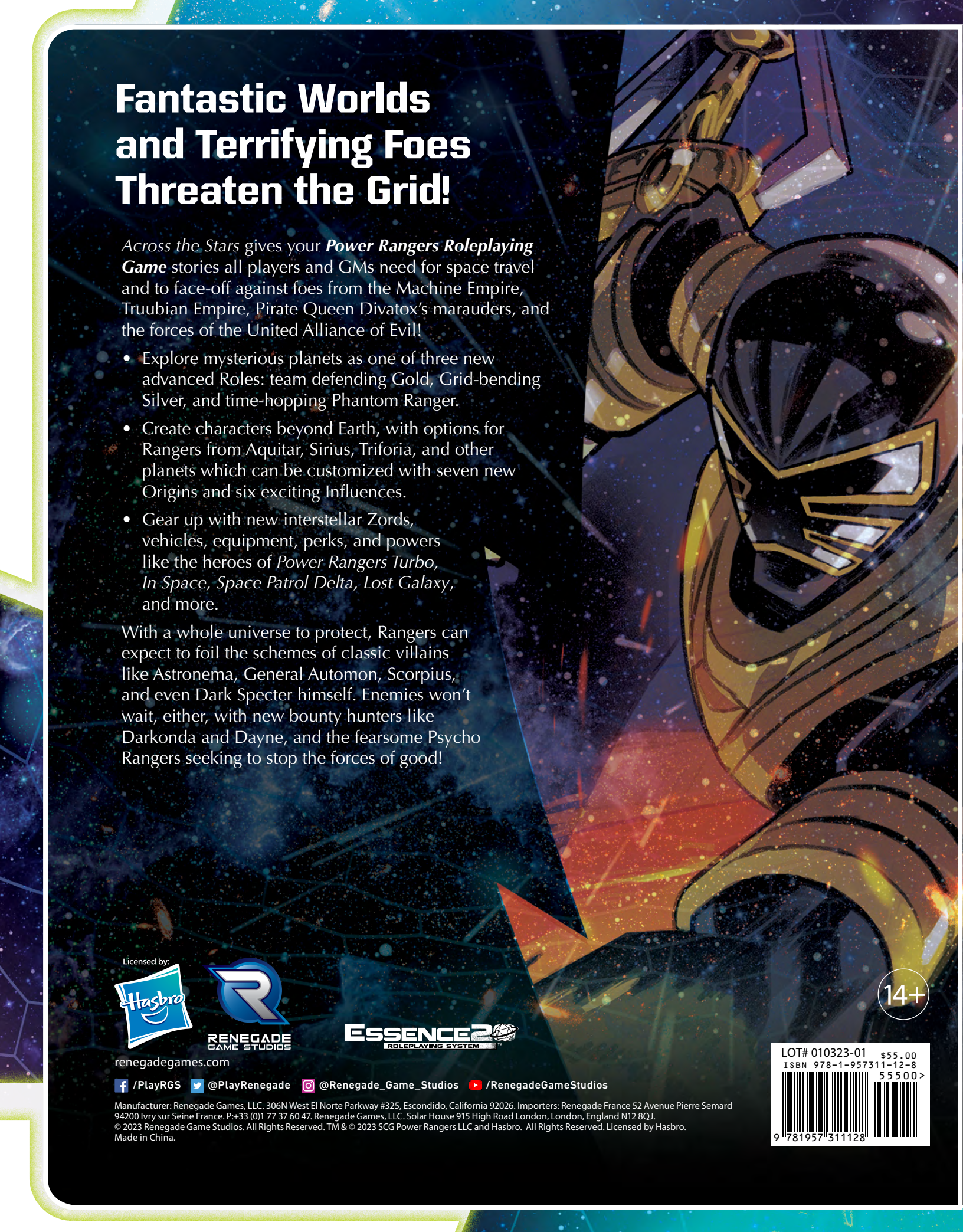
RENEGADE GAME STUDIOS

Fantastic Worlds and Terrifying Foes Threaten the Grid!

Across the Stars gives your ***Power Rangers Roleplaying Game*** stories all players and GMs need for space travel and to face-off against foes from the Machine Empire, Truubian Empire, Pirate Queen Divatox's marauders, and the forces of the United Alliance of Evil!

- Explore mysterious planets as one of three new advanced Roles: team defending Gold, Grid-bending Silver, and time-hopping Phantom Ranger.
- Create characters beyond Earth, with options for Rangers from Aquitar, Sirius, Triforia, and other planets which can be customized with seven new Origins and six exciting Influences.
- Gear up with new interstellar Zords, vehicles, equipment, perks, and powers like the heroes of *Power Rangers Turbo, In Space, Space Patrol Delta, Lost Galaxy*, and more.

With a whole universe to protect, Rangers can expect to foil the schemes of classic villains like Astronema, General Automon, Scorpius, and even Dark Specter himself. Enemies won't wait, either, with new bounty hunters like Darkonda and Dayne, and the fearsome Psycho Rangers seeking to stop the forces of good!



Licensed by:

Hasbro

RENEGADE GAME STUDIOS

ESSENCE20 ROLEPLAYING SYSTEM

14+

renegadegames.com

/PlayRGS @PlayRenegade @Renegade_Game_Studios /RenegadeGameStudios

Manufacturer: Renegade Games, LLC. 306N West El Norte Parkway #325, Escondido, California 92026. Importers: Renegade France 52 Avenue Pierre Semard 94200 Ivry sur Seine France. P:+33 (0)1 77 37 60 47. Renegade Games, LLC. Solar House 915 High Road London, London, England N12 8QJ.
© 2023 Renegade Game Studios. All Rights Reserved. TM & © 2023 SCG Power Rangers LLC and Hasbro. All Rights Reserved. Licensed by Hasbro.
Made in China.

LOT# 010323-01 $55.00
ISBN 978-1-957311-12-8
55500>
9 781957 311128

Power Rangers Roleplaying Game

Across the Stars

SOURCEBOOK

Power Rangers Roleplaying Game

Across the Stars

SOURCEBOOK

Author: Bryan CP Steele
Developer: Ben Heisler with Jason Keeley
Associate Producer of RPGs: Kevin Schluter
Director of Visual Design: Anita Osburn
Creative Director, RPGs: Sarah Robinson
Art Acquisition Manager: Trivia Fox
Cover Artist: Steve Morris
Illustrators: Caio Cacau, Kaitlin Cuthbertson, Sam Delatorre, Kathryn Frew, Santa Fung, Ksenia Kozhevnikova, Mary Jane Pajaron, Francisco Silva Mauriz, Fares Maese, Simone Ragazzoni, Ashley St. Lawrence and Hasbro provided art
Graphic Designers: Matthew Fisher and Sarah Robinson
Editor: Megan Boatright
Cultural Consulting: James Mendez Hodes
Essence20 Designers: Ryan Costello, Ben Heisler, Gabriel Hicks, Paige Leitman, JF Sambrano, Bryan C.P. Steele, TJ Storm, Elisa Teague, Eddy Webb

RENEGADE GAME STUDIOS
President & Publisher: Scott Gaeta
Vice President Sales & Marketing: Sara Erickson
Controller: Robyn Gaeta
Director of Operations: Leisha Cummins
Associate Project Manager: Katie Gjesdahl
Sales Manager: Kaitlin Ellis
E-Commerce: Nick Medinger
Sales & Marketing Program Manager: Matt Holland
Community Manager: Jordan Gaeta
Senior Producer of Board & Card Games: Dan Bojanowski
Associate Producer of Board & Card Games: Jimmy Le
Associate Producer, RPGs: Kevin Schluter
Lead Developer, World of Darkness: Juhana Pettersson
Product Developer, RPGs: Jason Keeley
Senior Game Designer: Matt Hyra
Game Designers: Dan Blanchett & Christopher Chung
Director of Visual Design: Anita Osburn
Creative Director, Games: Jeanne Torres
Creative Director, RPGs: Sarah Robinson
Creative Production: Todd Crapper, Noelle Lopez, & Gordon Tucker
Video Production Associate: Katie Schmitt
Customer Service Manager: Jenni Janikowski
Customer Service: Bethany Bauthues
Finance Clerk: Minnie Nelson

Licensed by: Hasbro

RENEGADE GAME STUDIOS

©2022 Renegade Game Studios. All Rights Reserved. TM & © 2022 SCG Power Rangers LLC and Hasbro. Power Rangers and all related logos, characters, names, and distinctive likenesses thereof are the exclusive property of SCG Power Rangers LLC. All Rights Reserved. Used Under Authorization.

TABLE OF CONTENTS

How to Use This Book 4

Welcome to the Universe 7

Introduction 7

The Intergalactic, Interdimensional Morphin Grid 8

Space Travel 13

Space Combat 20

Exploration: Important Locations 24

Character Options 37

Introduction 37

Origins 38

Influences 42

Advanced Spectrum Roles 49

Expanding Skills for Space 62

Perks and Grid Powers 68

Tools of the Trade 75

Introduction 75

Equipment 76

Vehicles 87

Zords and Zord Features 103

Friends and Foes 123

Introduction 123

Friends from Star to Star 124

Contacts 130

Threats 133

What is Across the Stars?

Power Rangers Roleplaying Game: Across the Stars is an expansion sourcebook full of new rules and information to help your game table discover the limitless potential of adventuring in outer space. Do you want your game to take a quick hop to Rita Repulsa and Lord Zedd's moon palace or visit distant and alien planets? ***Across the Stars*** is here to help you get there!

Within are detailed facts and histories about alien planets, important space stations, and the various species and cultures that call them home. To get there, you'll use rules for space travel, choose your vessel from among a fleet's worth of ships, and encounter exciting (and dangerous) opportunities along the way.

Even if your Power Rangers game doesn't explore alien planets or meet denizens of the astronomical heavens, this sourcebook adds character creation elements for any Essence20 Roleplaying System game. Rooted in extraterrestrial concepts and sources, this book introduces several character Origins, Influences, and expanded Skill Specializations to enrich your game. Within, you'll also find potent pieces of the greater and growing Morphin Grid with Advanced Spectrum Roles for the Gold and Silver aspects, along with the mysterious Phantom Ranger. These distinct Roles unlock a host of thrilling Role Perks and Powers for players. Exciting new Zords and Zord Features aid players as they soar, stomp, and zoom throughout the worlds of this setting.

Across the Stars would not be a complete expansion without giving your Rangers monsters to battle. This volume covers the vilest threats the Machine Empire, the United League of Evil, and other villainous groups can throw at meddlesome do-gooders, along with other enemies to challenge and delight players.

How to Use This Book

- ***Across the Stars*** contains more of what makes the ***Power Rangers Roleplaying Game Core Rulebook*** so great: more roles, more toys, more bad guys, and more fun. With this book, your gaming group can go beyond Angel Grove to faraway places and meet people from the Power Rangers in Space, Lost Galaxy, and Space Patrol Delta eras of the show.
- **Chapter 1: Welcome to the Universe** includes a mixture of lore and rules for players and Game Master alike. It explores the Grid histories around space and provides setting information for the battles that rage through the heavens. The chapter then offers rules for space travel, from astronavigation and ship speeds to dangers between the stars. It closes with information on a variety of important planets, along with ways to portray characters from these worlds far beyond our own.
- **Chapter 2: Character Options** presents a toybox for players with new Origin and Influence character creation options and three Advanced Spectrum Roles. From there, the chapter continues with novel ways to use the Essence20 Skills in space and other challenging environments. Finally, a variety of General Perks and Grid Powers grant players ways to customize their Rangers.
- **Chapter 3: Tools of the Trade** offers a wealth of equipment, including weapons and armor. A vast array of vehicles and improvement options give many ways to traverse the stars. Rangers can also embrace a new type of equipment in their war against the darkness, the fabled Battlizers. And, of course, this wouldn't be a Power Rangers RPG book without Zords!
- **Chapter 4: Friends and Foes** gives players and GMs details on key allies throughout the various series, and rules for using Contacts, a way to bring guest stars into your games. Most of the chapter is devoted to giving ***Power Rangers Roleplaying Game*** GMs a wide-ranging suite of monsters. From foot soldiers like Divatox's motley crew of space pirates all the way to Dark Specter, head of the United Alliance of Evil and one of the Morphin Grid's greatest villains.

May the Power protect you—in space!

Palace

CHAPTER 1
WELCOME TO THE UNIVERSE

Introduction

Space.

***Outer* space.**

There isn't another phrase that offers such a strange and mysterious opportunity to civilizations that have yet to reach the stars. Looking up, seeing the pinpricks of the heavens peeking through the curtain of night, people from all across the universe always dream about what it is like among the stars. Eventually, as they learn and grow technologically, sometimes with a little help from outsiders, civilizations somehow break free of their home world's anchoring pull and visit the vastness of space.

For Earth, it all began as unmanned probes and satellites, a few quick hours in orbit; then everything changed when someone took that "small step for man and one giant leap for mankind." In the century after stepping foot on the moon, the stars were the new frontier for humanity.

Guardians and warriors of the light know Morphin Grid isn't limited to any planet, and that it extends through space and distant galaxies. Earth-based Rangers may consider themselves the center of the universe due to the strength of the Grid there, but countless factions, teams, and legends of Power Rangers reach throughout the universe. In the vastness of outer space, Rangers can find alien beings conscripted by the forces of darkness, fellow Rangers from distant worlds, galactic police agencies, expansionist empires, and more. These are just some things you will learn more about in this book. The wide variety of stellar options offered in the Power Rangers' universe is just the beginning for your game!

Throughout the ***Power Rangers Roleplaying Game***, the Essence20 Roleplaying System focuses on how to create and utilize the Power Rangers in their many varieties to battle their foes, pilot their Zords, and undertake the challenges before them. This chapter helps shape players' ability to do so with a collection of new and altered rules for space travel and combat in an Essence20 Roleplaying System format. From soaring across the heavens to reach new planets, to battling the enemies of the light wherever they can be found, Power Rangers are there!

Finally, this chapter contains several important locations for fans of the ***Power Rangers Roleplaying Game***, both players and GMs alike. These plot-rich Power Rangers locations are full of life, possible allies, and threats from across the cosmos for countless space adventures!

The Intergalactic, Interdimensional Morphin Grid

The Morphin Grid extends beyond the farthest reaches of the universe, blurs in and out of neighboring dimensions, and flows alongside space-time itself. There are more stories and adventures that take place somewhere along its seemingly limitless expanse than there are words to describe them.

This section takes a closer look at several of those narrative arcs. It gives GMs and players alike information on how to include these Morphin Grid moments in the story your game tells. Ultimately it is up to the GM, players, and specifics of your gaming campaign when your game's events occur, if any of the following events affect you. Your game's story may be completely different, in which case these can be elements of an alternate history or ignored entirely as your game group explores cosmic landscape touched by the Morphin Grid!

The Machines Came for the Zeo Crystal

This story begins in dark times: after years of battles, Lord Zedd and Rita Repulsa's schemes led to the destruction of the Command Center where Zordon mentored Earth's Power Rangers. As Zedd and Rita claimed victory, they became aware of the approach of King Mondo and his Machine Empire fleet. Successful in countless battles across the cosmos, the Machine Empire broke from the United Alliance of Evil and turned to reap the resources of Earth.

On the planet, the Power Rangers sorted through the rubble of their Command Center and found an ancient Morphin Grid artifact from the farthest reaches of space: a Zeo Crystal thought stolen by Zedd and Rita's minions. Following Zordon and Alpha's instructions, the Rangers carried the Zeo Crystal deep into the mountains under the ruined Command Center. Deep in the earth, they became infused with the power of the crystal and transformed into Zeo Rangers.

This evolution of the Power Rangers came at the perfect time, as the new Zeo Rangers had the power to withstand the might of the Machine Empire. King Mondo drove away Rita and Zedd, forcing them to flee to one of their hideaways in the M51 galaxy. From there, the evil power couple licked their wounds and conspired with the United Alliance of Evil to turn against Mondo and the Empire.

Believing only the Rangers stood between King Mondo and victory at the time, the Machine Empire launched savage attacks against the Zeo Rangers, and the battles between them were tremendous and frequent. When victory was nearly within King Mondo's grasp, an internal setback orchestrated by Rita, Lord Zedd, and the United Alliance of Evil gave the Rangers a fighting chance. During the confusion and infighting of the evil forces, the Zeo Rangers received help from some faces, new and old, including the appearance of a Gold Ranger!

The Gold Ranger that came to them, Trey of Triforia, helped as much as possible before passing his power to a former Power Ranger leader: Jason Lee Scott. The Zeo Rangers protected Earth from all threats for quite a while, eventually dealing the blows that would chase the weakened Empire off the planet.

After ensuring the safety of Zordon's mighty Zeo Crystal, Trey of Triforia returned to his home world to serve his people as beneficent ruler and their Gold Ranger, and Earth was out of danger for now. King Mondo's empire in pieces and his children squabbling over who should be in charge, growing interstellar conflicts drew the mechanoids' attention back to the stars.

The United Alliance of Evil Remembers

While the Machine Empire faced off against the Zeo Rangers, Dark Specter consolidated power from his throne on the planet Infernus. For centuries, he worked in the shadows to support villains and used his influential devotees to spread corruption, and supported Rita, Zedd, and their evil space aliens' attempts to claim Earth. After the Machine Empire splintered away, Dark Specter took more direct control over the United Alliance of Evil, which would cause endless horrors, death, and even the obliteration of entire planets. It is without question that members of Dark Specter's Alliance, and the later inheritors of this foul union of villains, are among the greatest enemies Power Rangers across the entire universe have ever faced.

When Zordon's Power Rangers secured the Zeo Crystal, Dark Specter knew it was time to use his Alliance to crush Zordon and his Rangers. To do so, the Alliance employed intergalactic agents like the bloodthirsty Darkonda and Ecliptor, conscripted military leaders like Rita Repulsa and Lord Zedd, and allied with broken Machine Empire remnants like General Venjix and Trakeena.

When the efforts of those rogues and evil-doers weren't enough, they created and corrupted new threats like Astronema and the traitorous Rangers Trek and Kiya. There was no limit to the Alliance's aspirations toward darkening the light of the Grid.

Dark Specter directed his Alliance's efforts against Zordon's various Power Ranger teams across the universe. As the Earth Rangers embraced Turbo power, Dark Specter unleashed one of his fierce wartime leaders to crush Zordon and conquer Earth: the Intergalactic Pirate Queen of Evil Divatox.

The toxic queen sent her armada of space pirates and monsters to battle the Turbo Power Rangers again and again, leaving a path of destruction unlike anything Earth had seen. At the apex of this conflict, Divatox destroyed the Command Center and captured Zordon!

The Space Rangers Face the Growing Darkness

After Divatox spirited Zordon away, the Power Rangers were without their stalwart mentor and guide. The Space Rangers rose to the challenge of locating and saving their leader.

Led by the Red Space Ranger Andros, the search for Zordon and the duty to defend Earth from a constant barrage of alien monstrosities pulled the Space Rangers back and forth across galaxies. These dual obligations put a lot of stress upon the team, but their training and perseverance were legendary, as would be their exploits!

In addition to Ranger Spectrums Black, Blue, Pink, Red, and Yellow, the Space Rangers had Zhane, a Silver Ranger, as one of their primary members. Zhane was a boyhood best friend of Andros and his fellow survivor from the colony of KO-35, which Dark Specter destroyed. Zhane would see a mortal injury, his own miraculous rise, the defeat of an epic foe, and the redemption of a long-lost friend in his lifetime.

The Phantom Phenomenon

Forged in mystery and appearing anywhere in space and time, the Phantom Rangers came to help against the encroaching darkness by aiding the Space Rangers in their search for Zordon. Empowered by the tenets of the Morphin Masters and made to serve the Grid itself, Phantom Rangers act as a scalpel to cut away the darkness from its expanse.

One Phantom Ranger arrived to help the Space Rangers in their battle against the United Alliance of Evil, revealing this secret aspect of the Power Ranger energy Spectrum and unveiling remarkable facts about the beginning of the conflict between the Grid and the Dark Dimension. The Phantom Ranger provided the Space Rangers key intelligence as to Zordon's location and aided in battle against some of Dark Specter's greatest lieutenants.

There is no way to know how long or why the Phantom Ranger will be involved with a specific corner of reality. When a Phantom Ranger openly came to fight against Dark Specter's onslaught of agents, it was the foundation of a new era of Phantom Rangers stepping out of the shadows.

The Psycho Paradox

While the forces of good had a new ally in the Phantom Rangers, Dark Specter's United Alliance of Evil unleashed a terrifying force long in the making: the Psycho Rangers. Programmed to call Dark

Specter's heiress Astronema their mother, the Psycho Rangers wreaked havoc on the Space Rangers. Astronema urged her Psycho Rangers to amass experience from dastardly deeds and grow their power, which came directly from Dark Specter.

Crafted rather than trained, Psycho Rangers are cold, calculating killing machines in body and mind. Perversions of their associated Grid Spectrum counterparts, each Psycho Ranger is equipped and trained to bring down other Rangers. Coded within them is their own Spectrum of sorts: the Six Paths of Darkness, also known as the Psycho Paths.

- The red Path of Flame
- The yellow Path of Venom
- The black Path of Stone
- The blue Path of Frost
- The pink Path of Thorns
- The green Path of Cruelty

These Paths infuse the Ranger with the raw abyssal forces of the Dark Dimension, transforming them into legitimate monsters, making them even more of a threat to their foes.

While Astronema brought the Psycho Rangers to bear against the Space Rangers, the project to create them had begun many years before the United Alliance of Evil moved openly against the allies of the Morphin Grid. Through one of Dark Specter's most cunning schemes, he corrupted a young Supersonic Ranger from the distant planet of Xybria named Trek, a strongly independent Green Ranger. Unlike Earth Green Ranger Tommy Oliver, there was nothing to stop Trek from orchestrating and participating in the destruction of his fellow Rangers. Alone and victorious, Trek followed his instincts to the dark planet Infernus where he was enveloped and altered by Dark Specter into the monstrous Green Psycho Ranger.

Using Trek's shattered and darkness-infused psyche to build upon, the Psycho Ranger experiment tore the Xybrian apart and put him back together countless times, eventually creating six digitized Psycho Rangers to deploy as needed. Internal struggles and battles against the Grid's defenders kept Dark Specter's attention, forcing him to mothball the project to manufacture and train these killer anti-Rangers until Astronema reactivated them.

The Psycho Rangers defeated Andros and his Space Rangers many times, and Astronema planned to use her Psycho Rangers to overthrow Dark Specter as they drew power from him. Unfortunately, their ruthless ambition and undeniable hunger to best the Space Rangers got in the way of Astronema's rise to power. Fighting without Astronema's support proved disastrous as the Space Rangers defeated and captured them, but her Psycho Rangers lived on as a testament to her evil ingenuity.

Long after the Z-Wave and Dark Specter's defeat (see below), a new batch of Psycho Rangers, made from the original data cards and modified by a resurrected Trek, emerged from obscurity in their foreboding Mothership to seek out their missing progenitor, Astronema. After the Z-Wave, they discovered Astronema had given up her villainous ways and legacy. Once again becoming their mother, Astronema (now called Karone) traveled with them and taught them to be more than just murder machines aimed at an enemy. While Trek seemed unreachable, the rest of the Psycho Rangers were at least open to change. The current Psycho Rangers work to shape their own destiny without a villain commanding them, and only time will tell what that will mean for the Power Rangers, who were once their bitter enemies.

The Z-Wave and the Power Vacuum

After discovering Zordon's secret prison, the Space Rangers and many allies from across the universe battled to rescue him. Conflicts arose on many planets, space stations, and edges of dimensional rifts. At the same time, Dark Specter and his United Alliance of Evil chose to make an end-run on the Morphin Grid, sending minions from across the galaxy into the fray at once. While this opened Dark Specter to betrayal by Darkonda and later by his own heiress, Astronema, the Alliance continued to progress in their intergalactic siege on the forces of light.

While battles raged throughout creation, Andros orchestrated his own endgame. Fighting his way into Zordon's prison, he told the ancient champion what had occurred during the imprisonment. While Andros had saved Zordon, he feared it would be at the cost of much of the rest of the galaxy, as the United Alliance of Evil tightened its grip around more planets than ever before without Andros to stop them.

Zordon knew what to do, however. He instructed Andros to shatter his containment field and kill him, knowing his sacrifice could free the immense

good energies within him to push back against Dark Specter's forces of evil. Andros refused at first, but Zordon reminded him of the oath each Power Ranger takes: to do whatever they must to save the universe from evil.

With that, even as some of the Alliance's worst villains came for him, Andros destroyed the shell of the containment tube and released everything that was the Morphin Grid's oldest and finest champion in what Grid scholars would come to call the Z-Wave. The Z-Wave carried tens of thousands of years' worth of goodness and Morphin Grid energy in the form of cascading light that washed out across the universe. This energy destroyed a multitude of Alliance agents and soldiers, even changing some of the corrupted villains back to their original forms, giving them a chance to live out their lives as they would have been had Dark Specter never infected them with his corruption.

With evil pushed back for the moment, the remaining Power Ranger teams used the brief peace to build new ways to defend the galaxy against as-yet-unseen enemies. And the enemies would come. Interstellar villains and criminal organizations began to eye the power vacuum left behind by the vanishing of villainous icons like Rita, Zedd, and Dark Specter. It was a time of expansion and re-establishing territories, conquest, and plans for revenge upon the Power Rangers and anyone foolish enough to get in the way.

One major player that rose to power was the Troobian Empire. Happy to use Dark Specter's alliance leftovers, Emperor Gruumm of the Troobians scooped up resources and galactic territory, beginning to wrap his bony talons around everything he could. Gruumm's criminals and agents spread out and became enemy number one throughout most of charted space.

Space Patrol Delta on the Case!

Space Patrol Delta (S.P.D.) began as a peacekeeping, freedom-fighting force on the distant planet of Sirius. The Sirian Anubis Cruger led the expert soldier-agents of S.P.D. along with his wife, Isinia. This initial version of the agency was overwhelmed by agents of the Troobian Empire. The evil Emperor Gruumm wanted the near-total destruction of Sirius to make an example for other potential obstacles to his rule. His forces laid waste to Sirius, eradicating nearly all the Sirian species and effectively destroying the planet's environment. Amid his planet's ashes, Cruger swore to stop Emperor Gruumm and rebuild the S.P.D.

Cruger's survival brought a renewed desire for the S.P.D. to grow, joining with other cells of like-minded peoples to create the largest intergalactic police force ever. S.P.D. Rangers, the perfect combination of Morphin Grid technology and multi-planetary ingenuity, turned their attention to cleaning up the galaxy. Roaming the stars aboard their enormous space vessel, the Astro Megaship, the S.P.D. Rangers sought out wanted criminals and captured the guilty in specialized digitalized incarceration devices.

These teams of justice-seeking Power Rangers were tremendously successful and made a name for themselves. As their accomplishments grew, so did resistance in the form of bounty hunters, alien terrorists, wicked criminals, and even an evil S.P.D. team, A-Squad. Villains came from the farthest corners of the universe, all of whom wanted to take a piece out of the S.P.D. Rangers. The S.P.D. Rangers frequently encountered ambushes, traps, and terrible schemes while answering the call to bring someone or something to justice. Emperor Gruumm had it in for these enemies of his Empire's conquest, and it showed.

Cruger, who eventually became the agency commander, made Earth one of the primary precinct bases for S.P.D. joining in the Rangers in defense of the human homeworld in an effort that might ease his misplaced guilt concerning his homeworld's destruction. Together, the S.P.D. would preserve the tradition of having Power Rangers watch over this corner of the universe, with help in the form of assets from Earth's NASADA space exploration organization.

Journey to the Lost Galaxy

While the S.P.D. worked from Earth, the Galaxy Rangers protected the Terra Venture space colony superstructure. Led by Red Ranger Leo Corbett, the Galaxy Rangers crossed paths Scorpius's pirate fleets and Scorpius's fierce daughter Trakeena. The Galaxy Rangers chased these villains into an uncharted, unknown stretch of space: a Lost Galaxy.

In the Lost Galaxy, the Rangers also encountered the Magna Defender, a warrior who lost his homeworld and son to Scorpius centuries before.

Mystically trapped on the planet Mirinoi, the Magna Defender became obsessed with vengeance. When the Rangers arrived on that planet, Mike Corbett, Leo's older brother, fell into the same trap that held the Magna Defender. Sensing an opportunity for freedom, the Magna Defender possessed Mike and used his body to enact his revenge against Scorpius. The new Magna Defender had little regard for those who got in the way of his goal, even if they were helpless civilians or the Power Rangers themselves!

As Mike became more attuned to the Magna Defender, he was able to convince the spirit to work together with the Lost Galaxy Rangers to find and protect an ultra-powerful artifact of the early Morphin Grid, the Lights of Orion, from Scorpius and Trakeena. Searching this Lost Galaxy alongside the Magna Defender, the Galaxy Rangers became this realm's greatest hope and best chance to survive the intergalactic pirates' conquest. When they discovered the Lights of Orion, the Lost Galaxy Rangers combined the relics into their Morphin Grid energy wavelengths to call upon tremendous powers. These new powers helped the Rangers to overcome monsters and space-raiding pirates alike, eventually forcing the villainous Scorpius to take an interest in them directly.

The conflicts with Scorpius's pirates, eventually under his daughter Trakeena's leadership, would push the Galaxy Rangers and the Magna Defender to their limits and reached the fullest potential within themselves and the Lights of Orion. The Lost Galaxy became home to many adventures who dared to battle space pirates and monsters whose stories spread throughout the rest of the universe.

The Tales Continue

There is a never-ending supply of stories, arcs, and legends waiting amidst the stars. If the forces of the Morphin Grid can find a way, many futures await Rangers beyond the pull of their home worlds.

Space Travel

Many adventures and exploits in outer space take place on distant worlds or the near-infinite void between them. Your spacefaring Power Rangers team needs to have a method of getting around. After all, space is big. Real big.

A lot can happens to Power Rangers as they roar across the cosmos, naturally leading to questions like how long does our journey take? Can we chase down a fleeing enemy? Can an enemy chase us? Does the course take our ship through corrosive nebulae and asteroid fields? Did that moon just try to take a bite out of us?

This section helps answer those questions about how to use space travel in the ***Power Rangers Roleplaying Game*** and more.

Time

How long is a day on Breel? On Mirinoi? What about in the dead of space or the swirling chaos surrounding Infernus? These are perfectly reasonable questions to ask if you are spacefaring Power Rangers.

Being a terrestrial species, humans measure most game mechanics in the ***Power Rangers Roleplaying Game*** in standard Earth temporal units such as days, hours, minutes, and seconds. Earth time units remain constant, no matter where the characters are from or where their adventures lead them. The dual suns of Horath mean extremely long days and short nights for the local people, the Horathi, but a Horathi character's player still measures their Grid Powers, Perks, and other game effects by Earth time.

Unless required by a game effect or a specific rule, scenes govern the passage of time in the Essence20 Roleplaying System. A scene might last only a few minutes of in-game time, or it could be days' worth of activity. A scene can be exactly what the GM needs it to be to best monitor the flow of time for story at hand.

Within the narrative, however, the characters could have a great deal of fun trying to roleplay some of the following differences in time scales between planets and species during a story in space:

- Two characters from drastically different-sized planets disagree about having to wait a few days for something.
- The characters set up an ambush, but the one Ranger who still has his communicator set to Aquitar Standard sets things off too early.
- Rangers set out to hunt down an over-200-year-old Mercurian person of interest. Do they realize that with only 88 standard Earth days per Mercurian year, their target is the rough equivalent of being a middle-aged Earthling?
- Characters must find and defuse a time bomb set to some different temporal units that make no rhyme or reason to the Rangers!

Movement Across Space

An essential part of space travel is the actual transit from place to place across the empty expanse of the endless void. Similar to getting from one place to another on Earth (or another similar planet), travel in space can usually be described in narrative ways between scenes. Effectively, a Power Rangers team blasting across the solar system to a new location only needs to worry about how long the trip takes if the GM has decided the journey is an important factor. If that is the case, using the rules below for *Space Travel to Distant Places* may be better than trying to brush through it as a single scene.

If the GM allows the characters to travel easily from one place to another, movement can take place between scenes or possibly as a scene in and of itself. It is ultimately up to the GM's wishes whether heading from Point A to Point Z and anything in between could be a scene (or more!) of its own.

Astrometrics and Navigational Planning (Astro-Nav)

Unlike terrestrial travel where you can simply follow a road map, space travel has many moving parts that make the trip more complicated and dangerous. Gravity wells, stellar debris, and the actual movement of planets and moons affect the routes a space vessel uses for even the shortest of travels. It only gets more complicated when the ship can move at speeds beyond normal understanding, commonly known as faster-than-light (FTL) travel.

Most beings (barring exceptional minds) cannot possibly calculate all the statistical variables, algorithmic patterns, and potentially catastrophic collisions of FTL travel. A few degrees off course at the beginning of a multi-thousand light-year journey can end in utter disaster. Missing a destination or re-routing could send a vessel into the depths of space, or worse, into another object at speeds fast enough to atomize the spaceship!

The way to overcome this need for high, almost-theoretical, mathematics and quantum physics is through astrometrics and navigational sciences: astro-nav. Astro-nav systems are essentially dedicated computer programs that allow a vessel to map out an initial travel path, adjust for known variables, and then hopefully leave enough wiggle room for the unexpected happenings of the galaxies in motion. Once the astro-nav systems are keyed in and adjusted by capable technicians, a vessel should, in theory, be able to maintain direction, speed, and safety protocols all on its own for the entire journey.

In game terms, Astro-Nav is a new Specialization for the Technology Skill. Unless the journey itself is the adventure, characters about to undertake a lengthy space journey must succeed at a Technology (Astro-Nav) Skill Test with a DIF set by the general distance (and any modifying circumstances) of the expected travel. Table 1-1: Space Navigation Difficulties below shows the base DIF of this Skill Test, plus any commonplace modifiers related to the kinds of space journeys for which a GM might require Technology (Astro-Nav) Skill Tests.

TABLE 1-1: SPACE NAVIGATION DIFFICULTIES

DESTINATION DISTANCE OR LOCATION MODIFIER	DIF TECHNOLOGY (ASTRO-NAV) OR MODIFIER
One Planet or Moon Away	5
Same Star System	8
Neighboring Star System	12
Void Between Star Systems	15
Neighboring Galaxy	20
Void Between Galaxies	25
Vessel is Chasing or Being Chased	+1
Vessel is Damaged	+2
Location is in a Warzone	+3
Location is Actively Hidden	+3
Multiple Vessels Moving as a Fleet	+5

Crews and technicians who better understand astrophysics, the science behind astro-nav, can help the computers plot a journey by fine-tuning their calculations more efficiently. In game terms, this introduces Astrophysics as a new Science Skill Specialization. A character (or multiple characters who want to Lend Assistance) may attempt a Science (Astrophysics) Skill Test of the same DIF as the impending Technology (Astro-Nav) Skill Test before rolling. Success in the Science Skill Test adds ↑1 on the Technology test; a Critical Success also adds Edge, but a Fumble imposes ↓1 instead.

The result of the Technology (Astro-Nav) Skill Test details the overall outcome of the space journey, shown in Table 1-2: Astro-Nav Results below.

TABLE 1-2: ASTRO-NAV RESULTS

TECHNOLOGY (ASTRO-NAV) RESULT	TRAVEL EXPECTATIONS	NARRATIVE DESCRIPTION
Success	Common Journey	Your trip is uneventful.
Success at double or more the DIF	Expedited Journey	By optimizing the path, you get there quicker than expected.
Critical Success	Safe Journey	Making all the right adjustments, this trip should avoid most problems.
Critical Success and double or more the DIF	Perfect Journey	There isn't a better way to reach your destination.
Failure	Laborious Journey	Starts, stops, readjustments, and more make this journey difficult.
Fumble	Dangerous Journey	Miscalculations and misused data set this journey up for errors and mishaps.

An astro-nav technician or technical crew might not be happy with their calculation results and want to attempt this process again. While possible, there is still a risk in trying to go back over the same star maps and possible paths an additional time. If the crew involved wants to re-do the process, they can, starting with the planning process of the optional Science (Astrophysics) Skill Test and leading into the Technology (Astro-Nav) Skill Test itself. The following modifiers are applied to these new re-routing Skill Tests and are doubled for a third re-routing, tripled for a fourth, and so forth.

- Re-routing a Common Journey has ↓1 on associated Skill Tests.
- Re-routing an Expedited Journey has ↓2 on associated Skill Tests.
- Re-routing a Laborious Journey has ↓3 on associated Skill Tests.
- Re-routing a Dangerous Journey has ↓3 and a Snag on associated Skill Tests.
- It is not possible to re-route a Safe or Perfect Journey.

Once everyone is ready, the Travel Expectations calculated above are then used in the following section to determine the possible complications of space travel. The results will be important when calculating what might happen once the crew straps in and the thrusters fire up.

Space Travel to Distant Places

Once the destination is mapped out and the journey begins, the crew traverses outer space and hopes everything goes well or does their best to mitigate and troubleshoot the problems that might arise.

The GM can always choose to apply obstacles and hardships to a space journey in any way they feel is necessary. If not, the GM can use Table 1-3: Space Travel below to determine if a space journey runs into any complications.

SPACE VESSEL TRAVELING SPEEDS

Knowing how quickly a vessel moves (outside of a combat scene) is vital to determine if the trip could run into difficulties or other events along the way. There are five common travel speeds that space vessels fall into.

- **Orbit** speed is the slowest a vehicle can move in space and break away from a gravity well to travel. Vehicles with this speed are typically satellites, aerospace vehicles capable of extraterrestrial mobility, and more passive vessels.
- **Baseline** speed is the general category for space vessels that primarily use thrust and inertia to move but are not capable of getting much faster than escape velocity. Lower-technology vessels and those never intended for distance travel fall into this category.
- **Slower than FTL (<FTL)** speed vehicles utilize gravity well slingshots, compressed plasma, and singularity drives to achieve breakneck yet controllable speeds but not enough to move faster than lightspeed.
- **FTL** (faster-than-light) speed ships combine advanced technologies to propel themselves among the stars at speeds only high-level calculations deem safe. High-tech civilizations commonly use FTL travel, and good examples include colonial vessels and wartime flotillas.

TABLE 1-3: SPACE TRAVEL

VESSEL TRAVELING SPEED	DANGEROUS JOURNEY	LABORIOUS JOURNEY	COMMON JOURNEY	EXPEDITED JOURNEY	SAFE JOURNEY	PERFECT JOURNEY
Orbit	4d4	4d6	3d6	2d6	1d6	N/A*
Baseline	4d6	3d6	2d6	1d6	1d8	N/A*
‹FTL	3d6	2d6	1d6	1d8	1d10	N/A*
FTL	2d6	1d6	1d8	1d10	N/A[1]	N/A*
›FTL	1d6	1d8	1d10	N/A[1]	N/A[1]	N/A*

- **Faster than FTL (>FTL)** speed is the closest thing to relative teleportation a vessel can manage on its own power. These vessels are rarely anything but the highest of advancements in technology and are true marvels of spacefaring science. Theoretically, there are faster methods but they rely on untested technology such as by folding space and time or using a beta beam transporter to move objects from one place to the next.

Table 1-3: Space Travel takes the general speed of the vessel traveling and compares it to the astro-nav process's Travel Expectation, showing a specific kind of die, or set of dice, to roll.

The GM secretly rolls the die or dice listed, and something exciting and potentially dangerous happens for every 1 in the result. The GM uses the following section for each instance to determine this space journey's interesting encounters and challenges.

*There is no chance of events, obstacles, and dangers on this journey.

Events, Obstacles, and Dangers of Space Travel

Space is 99.999999% void but still contains moving parts, and anything is possible. A lot can happen while a vessel roars through the vast abyss of space, even when the crew hopes for an uneventful journey.

When deciding which obstacles the crew encounters during their journey, it's also important to decide how the GM wants your game to handle these challenges. This section offers a variety of travel encounters along with suggested Skill Tests to overcome them, which can lead to exciting dice rolling at the table. These challenges can also serve as side-plots between story beats or to introduce new facets to the campaign. A skilled GM can learn a lot by paying attention to which perils and hazards excite the players along the way.

When the GM has determined or decided that a space vessel (or vessels) will be encountering events during a space journey, the GM should choose from or roll on Table 1-4: Space Hazards to determine what exciting or perilous event takes place. The following subsections explain the game mechanics behind these events.

TABLE 1-4: SPACE HAZARDS

2D6 RESULT	EVENT, OBSTACLE, OR DANGER
2	Celestial Catastrophe
3	Enemy Ambush!
4–5	Threatening Debris
6–7	Repairs Needed
8–9	Nebulae Fields
10	Transmitting Beacon
11	Technical Error
12	U.P.M.

CELESTIAL CATASTROPHE

The vessel has gotten too near to some natural stellar occurrence, requiring manual adjustments to power output, navigational shielding, and other elements of the vessel's running systems to avoid the dangerous event. The GM should roll 1d6 and compare the result to Table 1-5: Celestial Catastrophe Challenges for the challenge and suggested Skill Test(s) needed to prevent the listed penalty.

TABLE 1-5: CELESTIAL CATASTROPHE CHALLENGES

D6	CATASTROPHE	CHALLENGE	FAILURE
1	Black Hole	One **DIF 25 Driving Skill Test** OR three **DIF 15 Technology Skill Tests**	Vessel suffers half of its current Health in damage (round up).
2–3	Star Collapse	Two **DIF 22 Driving Skill Tests** OR one **DIF 14 Science Skill Test** and one **DIF 15 Technology Skill Test**	Vessel suffers 3 Electric damage, and all crew members suffer 1 Strength and Speed Essence damage.
4–5	Radiation Wave	One **DIF 22 Science Skill Test** OR each crew member attempts a **DIF 15 Survival Skill Test**	Crew suffers 1 Strength and Speed Essence damage.
6	Dwarf Star Pulse	Two **DIF 18 Science Skill Tests** OR one **DIF 13 Technology Skill Test** per ship weapon system	Ship weapon(s) offline until repaired.

ENEMY AMBUSH!

One of the ship's enemies has set up an ambush for them! The GM should choose a proper spacefaring enemy and either attack the vessel in vehicular combat, threaten with intimidating transmissions, or possibly board the ship for a fierce shipside combat scene.

This event requires some adaptation on the GM's part to fit the narrative. For example, it would make little sense for a Ranger team who had never crossed paths with the Venjix Army to be attacked by Venjix Drones unless the GM is purposefully using this event to introduce them as a new plotline or threat.

THREATENING DEBRIS

The vessel is traveling through an area filled with potentially dangerous pieces of space debris. Only through careful piloting or advanced defensive measures will the vessel pass unharmed.

To determine what kind, the GM needs to roll 1d6 and consult Table 1-6: Debris Challenges to see what kind of debris challenges the ship and the Skill Test(s) needed to avoid the listed penalty.

TABLE 1-6: DEBRIS CHALLENGES

D6	DEBRIS TYPE	CHALLENGE	FAILURE
1–2	Asteroids	Two **DIF 18 Driving Skill Tests** OR one **DIF 25 Technology Skill Test** OR three **DIF 16 Targeting Skill Tests**	Vessel suffers 3 Blunt damage.
3–4	Space Junk	Three **DIF 16 Driving Skill Tests** OR two **DIF 18 Targeting Skill Tests**	Each failure inflicts 2 Blunt damage on the vessel.
5–6	Ice Shards and Crystals	One **DIF 20 Driving Skill Test** OR two **DIF 18 Science Skill Tests**	Ship suffers 2 Sharp damage and 2 Cold damage.

REPAIRS NEEDED

Something has failed in the vessel's hardware and mechanical systems. The GM should roll 1d6 and consult Table 1-7: Repairs Challenges to see what has broken and the Skill Test(s) needed to avoid the listed penalty.

TABLE 1-7: REPAIRS CHALLENGES

D6	PART MALFUNCTION	CHALLENGES	FAILURE
1	Thrusters	One **DIF 15 Athletics (Spacewalk) Skill Test** AND one **DIF 12 Technology Skill Test**	The vessel must roll one additional event, obstacle, or danger for the journey on Table 1-4.
2-3	Environmental Protection	One **DIF 15 Athletics (Spacewalk) Skill Test** AND one **DIF 12 Technology Skill Test** OR two **DIF 10 Survival (HAZMAT) Skill Tests**	Vessel takes a -2 penalty to Toughness until repaired.
4-5	Weapon Mounting	One **DIF 14 Athletics (Spacewalk) Skill Test** AND one **DIF 14 Technology Skill Test** per weapon system	Each weapon system with a failure suffers a Snag until repaired.
6	Communications Array	One **DIF 10 Athletics (Spacewalk) Skill Test** AND one **DIF 20 Technology Skill Test**	Vessel cannot send or receive communications until fully repaired.

NEBULAE FIELDS

The ship has plunged into a vast nebula field and must contend with strange radiation, weird particulate matter, and erratic energy flows that effectively erase or scramble the navigational data for the current space journey. The crew must immediately begin this journey's astro-nav process all over again. However, they receive ↑1 on all rolls from the progress already made.

TRANSMITTING BEACON

The Rangers' vessel picks up a strong signal transmitting throughout this area of space as they pass through. The GM should roll 1d6 secretly and compare the result to Table 1-8: Beacon Challenges to discover what kind of transmission the vessel receives and offer an option to interact with it.

TABLE 1-8: BEACON CHALLENGES

D6	BEACON PURPOSE	CHALLENGE
1	A Trap!	Disguised cleverly (**DIF 22 Alertness (Instruments) Skill Test** to recognize the falseness) as an emergency distress signal; investigating the beacon causes an Enemy Ambush! event instead.
2	Warning	The signal is a foreboding, repeating warning to stay away from this section of space, effectively imposing the Frightened Condition on the crew for the rest of the journey.
3–4	Distress Signal	A marooned vessel on a moon or planetoid needs help. Aiding this ship could result in bonus Story Points, narrative allies, or more.
5	Salvage Ping	An old and weak tracking signal could lead to a derelict vessel. Investigating will uncover 2d2 pieces of Xenotech (see *Chapter 3: Tools of the Trade*) and at least one piece of art or other treasure to use as Edge in a later Wealth Test.
6	Navigational Beacon	A spacefaring race has dropped a helpful mapping beacon in the area, allowing the vessel to adjust its route with a single **DIF16 Technical (Astro-Nav) Skill Test**. If successful, ignore the next journey event. If this is the trip's last event, the crew gains a Story Point instead!

TECHNICAL ERROR

The ship's advanced (or maybe not-so-advanced) computerized systems have gone a little haywire. The GM should roll 1d6 and compare the result to Table 1-9: Technical Error Challenges to see which system failed and the Skill Test(s) needed to avoid the listed penalty.

TABLE 1-9: TECHNICAL ERROR CHALLENGES

D6	SYSTEM ERROR	CHALLENGE	FAILURE
1	Astrometric Navigation	One **DIF 12 Science (Astrophysics) Skill Test** AND one **DIF 10 Technology (Astro-Nav) Skill Test**	Add 1d2 events to this journey.
2–3	Life Support Monitors	One **DIF 22 Survival (Life-Support) Skill Test** OR each crew member attempts one **DIF 10 Survival (Life-Support) Skill Test**	Anyone affected by a failure suffers 2 Strength Essence damage.
4–5	Gravitics	One **DIF 12 Athletics (Spacewalk) Skill Test** AND one **DIF 15 Technology Skill Test**	The crew must use the zero-G environment rules (see *Exploring Infinite Environments* later in this chapter) inside the vessel until fully repaired.
6	Targeting Systems	One **DIF 12 Science Skill Test** AND one **DIF 10 Technology Skill Test** per weapon system	Each failed weapon attacks with a Snag until fully repaired.

UNIDENTIFIED PHYSICAL MASS (U.P.M.)

The vessel's path has taken it into the near vicinity of something significant. Safety protocols have slowed the craft down to avoid the object or to allow the crew to get closer and investigate it. The GM should roll 1d6 secretly and compare the result to Table 1-10: U.P.M Challenges to see what kind of U.P.M. has been discovered and offer an option to interact with it.

TABLE 1-10: U.P.M CHALLENGES

D6	TYPE OF UPM	CHALLENGE
1	A Dead World	The ship encounters an entire planet that does not appear on star charts and galactic records. It is seemingly dead and ruined, offering many secrets, including why it doesn't appear on any stellar cartography.
2	Secret Station	The vessel passes a clandestine space station. Is it inhabited? Is it friendly? Is it safe? To answer these questions, the crew must get closer and try to make contact.
3	Passing Comet	An unexpected comet of massive size flies through the route the vessel is supposed to take. If the crew is not careful, they could end up caught in the frozen debris tail or get sucked into its gravitic and radiation wakes.
4	An Unexplored Planetoid	The vessel has gotten a signal from a nearby planetoid or moon that seems lush and strangely unregistered as an inhabited planet. Anything could be waiting below its cloud cover, if only the crew wants to find out.
5	Mega-Asteroid	An enormous, nearly moon-sized hunk of salt and stone rolling slowly through space is on a collision course with the vessel!
6	Xenotech Superstructure	The vessel has become an interest of a nearby alien space station, mothership, or another massive construct. Unless the crew thinks fast, they are looking at a first contact (at least for them) situation that could result in allies, enemies, or something in-between.

Safe and Sound

When a space journey is over, and the vessel has made it to its destination safe and sound, the crew can orbit, dock, or land their craft as necessary or desired. The characters and the GM can decide how the scenes will progress from that moment, but they will still need to consider any lasting effects of the journey itself.

Damage dealt, Conditions imposed, and other lasting effects don't disappear when the journey ends. The GM should find ways to ensure the vessel's crew understands the importance of what they do whenever they venture out amidst the stars. The GM decides how difficult and involved these travels become for your playgroup, which, in turn, sets the tension and challenge of space travel for future journeys.

Space Combat

It would be wonderful if the universe were at peace, utterly and completely, but that simply is not the reality. When violence spreads off-world and into the expanse of space, zero-G vehicles often come to blows, and this is not the same kind of combat as racing jet planes, stomping Zords, or even flying superheroes and monsters.

The ***Power Rangers Roleplaying Game Core Rulebook*** offers basic rules for aerospace and zero-G combat, but this sourcebook empowers players and GMs with tools to make their space combat scenes more exciting, adventurous, and multi-faceted.

This section adds new elements to space vessel combat in the Essence20 Roleplaying System for any game. However, the GM can choose whether to use these expanded rules in their campaign.

Cinematic vs. Realistic

Just like in the various Power Rangers media sources, combat rules in the Essence20 Roleplaying System can sometimes feel much more cinematic rather than gritty, factual, or realistic. This is by design. For instance, a combat scene in the vacuum of space should be silent and ominous, but our media peppers in the various "fazreem!" "bzzzzz!" and "pew pew" sounds of the genre that we're used to. In reality, laser weapons travel at the speed of light, instantaneously drawing lines between emitter and target. In this action-adventure setting, blasts of laser light travel like projectiles. Explosive decompression would be one of the most significant worries on an actual space vessel, but in fiction it's dangerous but often easily fixed. In all of these aspects, the game adds layers of cinematics to create an enjoyable experience for players of all kinds.

Expanded Space Combat Rules

The basic rules for zero-G combat found on page 176 of the ***Power Rangers Roleplaying Game Core Rulebook*** set the standard when dealing with game settings and campaigns that take place primarily on land, air, or sky. When a campaign is going to take to the stars more often, or when enemies are spacefaring aliens or pirates that won't always come planetside for a fight, additional rules can make the game much more exciting!

Adjusting for Inertia (Zero-G Combat Movement)

Vehicles with zero-G capability list their Aerospace Movements with two values. The first is the normal amount of Movement the vehicle has available to them with a common Move action. The second is inertia, a minimum amount of Movement the vehicle must spend in a single direction before it can take any other actions on its turn (unless tethered, stable in-place, capable of hovering, or otherwise noted).

Dedicated space vehicles fitted with adjustment thrusters, gravitic shunts, and other precise systems can adjust inertia in motion to slow down inertial movements with Free actions. For each Free action the pilot (or autopilot) spends slowing down the inertia of zero-G mandatory movements, the vehicle reduces that minimum distance by 5 feet. This adjusted minimum Movement remains that number until the ship moves faster than the current minimum, setting the new minimum to the distance moved or the vehicle's listed minimum zero-G movement.

For example, Ryan's Black Omega Ranger, Shadway, normally has two Free actions each turn. He's flying his Jet Jammer, which has an Aerial Movement rated at 60 feet/15 feet. After the first turn of racing forward the full 60 feet, he decides he needs more maneuverability to cut around a looming satellite on the next turn. Shadway spends both of his Free actions to adjust for inertia, making his effective Aerial Movement 60 feet/5 feet for round two. The enemy panics and starts to flee, so on the next turn, rather than only moving the mandatory 5 feet to adjust for inertia, Shadway lays on the speed and chases after them, resetting his Aerial Movement back to 60 feet/15 feet as soon as he chooses to move 15 feet or farther.

Exploring Infinite Environments

In the vast reaches of space, Rangers can find countless landscapes, strange atmospheres, and varying levels of gravity. In many cases, characters face expected planetary environments, but space provides an infinite number of alien worlds, vessels, and environments to spice up your game.

The sections below show a variety of different potential environments and environmental effects for new worlds to craft exciting scenes. Whether your Rangers find gravitics disabled in the middle of a fight on an alien ship or set out to explore a planet with extreme temperatures, these modifiers can make scenes more challenging and memorable. While these effects pose obstacles for many Rangers, beings that live naturally in such environments are not affected and instead ignore additional rules for these areas unless otherwise noted.

CORROSIVE ATMOSPHERE

Something in the atmosphere here dissolves physical materials that are not specifically protected. Whether caused by acid rain, fungal spores, or a designed nanotech or biological element in the air itself, the atmosphere is eating away at everything.

Anything unprotected suffers 1 Acid damage at the end of the specified passage of time, based upon the environment's corrosive strength. To determine corrosive strength and its effects, consult Table 1-11: Corrosive Strength below.

With the proper materials, a **DIF 20 Survival (HAZMAT) Skill Test** can sufficiently protect a single creature or Common-size object for one day. Without proper materials, characters suffer a Snag when attempting this test.

TABLE 1-11: CORROSIVE STRENGTH

1D6 RESULT	CORROSIVE STRENGTH	UNIT OF TIME
1	Intense	1 damage per 6 seconds (1 round)
2–3	Concentrated	1 damage per 18 seconds (3 rounds)
4–5	Strong	1 damage per 30 seconds (5 rounds)
6	Mild	1 damage per minute (10 rounds)

EXTREME TEMPERATURE

The local environment's climate is either dangerously hot or cold, potentially damaging unprotected living creatures after the specified unit of time passes. In addition to imposing the Impaired Condition upon the creature, the environment will inflict 1 Fire or Cold damage after a determined amount of time passes, as shown in Table 1-12: Extreme Temperatures below.

A **DIF 16 Survival Skill Test** with proper materials can sufficiently protect a single creature for one week. Without proper materials, this test will be made with a Snag.

TABLE 1-12: EXTREME TEMPERATURES

1D6 RESULT	TEMPERATURE CLASS	UNIT OF TIME
1–2	Lethal	1 damage per minute (10 rounds)
3–4	Dangerous	1 damage per hour
5–6	Uncomfortable	0 damage

HIGH GRAVITY

The forces of gravity here are greater than what the characters consider normal. This causes everything to move slower physically, potentially adding curvature to even the fastest-traveling ranged attacks.

Unless native or adapted to the environment, the following penalties apply:

- Movement is counted at 3 feet for every 1 foot traveled (for instance, a 30-foot Move only goes 10 feet)
- Athletics and Brawn Skill Tests suffer ↓2
- Ranged attacks halve (round up) all Range values.

IRRADIATED

Raw, unyielding radiation floods this environment. Prolonged exposure incapacitates living beings and potentially eats away at the molecular stability of objects.

For each cumulative scene that a living creature is exposed to this environment, inflict 1 Strength and Speed Essence damage to that creature. With the proper materials, a **DIF16 Survival (HAZMAT) Skill Test** can sufficiently protect a single character for one week. Without appropriate materials, this test will be made with a Snag.

LOW GRAVITY

Gravitic attraction is far lower here than what the characters consider normal. The environment here allows for faster physical movements and easier exertions but makes solid projectiles more likely to fly off course with the smallest external effects.

Unless native or adapted to the environment, the following rules apply:

- Movement types gain a 10-foot bonus
- Athletics and Brawn Skill Tests gain ↑1
- Ranged attacks with the Ballistic trait suffer a Snag.

THICK ATMOSPHERE

A more significant atmospheric pressure and density affects this area, making it exhausting to move and breathe normally.

Unless a creature takes a Free action specifically to focus on taking shallow breaths or is wearing gear with breathing assistance, they suffer the Impaired Condition. Additionally, all Movement types treat the area as Rough Terrain.

THIN ATMOSPHERE

The air here is of a weak atmospheric pressure and density, making breathing highly ineffective compared to normal.

Unless a creature takes a Free action specifically to focus on taking deeper, slower breaths or is wearing gear with breathing assistance, they suffer the Impaired Condition.

TOXIC ATMOSPHERE

Something in the atmosphere here is directly harmful to visiting lifeforms. The effect could stem from pollution, chemical incompatibility, or even a more malicious aerosolized substance.

Unprotected beings suffer 1 Poison damage at the end of the specified unit of time, based upon the toxin's concentration. To determine the concentration and its effects, consult Table 1-13: Toxic Atmospheres.

A **DIF 18 Survival (HAZMAT) Skill Test** with proper materials can sufficiently protect a single creature for one week. Without proper materials, this test will be made with a Snag.

TABLE 1-13: TOXIC ATMOSPHERES

1D6 RESULT	TOXICITY CONCENTRATION	UNIT OF TIME
1	Lethal	1 damage per six seconds (1 round)
2–3	Strong	1 damage per 30 seconds (5 rounds)
4–5	Dangerous	1 damage per minute (10 rounds)
6	Harmful	1 damage per scene

VACUUM OR VOID

This environment lacks an atmosphere of any kind. Examples include the dead of space, a decompressed vessel, or a planetoid that gave up part of its geosphere. It is not as simple as a character holding their breath to survive a true vacuum; the lack of

barometric pressure causes those held breaths to be dangerous instead of lifesaving.

Any creature that requires atmosphere to live and is caught unprotected in a vacuum suffers 1 Strength, Speed, and Smarts Essence damage at the end of each turn. Being in any kind of environmentally sealed or vacuum-protected equipment or having access to an internally sealed breathing system protects against this damage.

Additionally, due to the lack of atmosphere, projectile momentum functions differently and all ranged attacks double their Range values but suffer a Snag on their Skill Test.

ZERO-G

There is no measurable gravity in this location, and anything not tethered or attached to a stable object eventually floats away from the last force applied to it. Physical objects float when thrown, making them extremely difficult to utilize.

Unless adapted to this environment, the following modifiers apply:

- Treat all Movement like Aerospace Movement, with a rate of 20 feet/10 feet.
- Athletics and Brawn Skill Tests gain ↑2.
- Ranged attacks that do not regularly inflict Energy or Laser damage suffer a Snag.
- Unless a person or object can stop or limit their ascent, they rise 10 feet at the end of their turn.

Special Vessel Damage and Conditions

Space vehicles have several critical systems that ensure the craft functions in all the ways their crews need to survive the dangers of space. If any one of these essential programs, pieces of hardware, or systems malfunctions or suffers damage, everyone on board faces significantly more danger.

Clever combat-tested crews know that disabling or damaging specific systems on enemy ships can be essential to surviving combat in space. To express ship system damage in the game, this section introduces Conditions for space vehicles.

ATTACKING SPACE VESSEL SYSTEMS

When something or someone attacks a vehicle in a space combat scene, and the attack meets the following requirements, the attacker can attempt to target a specific spacefaring system to damage.

- Attacker must have at least +d4 or higher in a relevant attacking Skill.
- Weapon or Attack cannot have an Area of Effect.
- Weapon or attack must only have one target (even if it can be used to make multiple attacks or target multiple creatures).
- Weapon or attack must deal 2 or more damage (regardless of type) before applying modifiers.
- Weapon or attack must be within Reach or normal Range.
- Target must be an Aeronautical or zero-G vehicle of at least Huge size and cannot be a Superstructure.

If the attack meets all these requirements, the attacker can choose to take a ↓2 penalty to add the following possible Critical Effect to the weapon or attack:

"Critical Effect: Impose Space Vessel Condition of attacker's choice on Target until repaired."

The following are all potential Space Vessel Conditions that can be applied in this way or from other game effects.

Blanked

Blanked ships are electronically blinded by damage to their sensor suites and scanners. This leaves the crew blinded to anything they can't use their physical vision to see outside the ship.

Compromised

Compromised vessels suffer from a weakened hull or chassis. The vessel's maximum Health is reduced by 1. A ship can be Compromised multiple times; each instance of the Condition reduces the vessel's maximum Health by another point. If the vessel's maximum Health is reduced to 0, it is no longer space-worthy and is Defeated.

Decompressed

Decompressed vessels are leaking atmosphere and other life support systems, and their interior is treated as a thin-atmosphere environment. If a Decompressed ship suffers the Decompressed Condition a second time, the environment changes to a Vacuum or Void as in *Exploring Infinite Environments*.

Jammed

Jammed ships are unable to use their ship's communication. The crew can often still use personal communicators, but they may also be blocked by the jamming.

Leaking
Leaking ships are losing containment on fuel, lubricant, energy stores, or other toxic fluids necessary for the ship to function. The inside of the vessel becomes a Toxic atmosphere with a toxicity rating of harmful. Each time a vessel with the Leaking Condition suffers an attack that adds the Leaking Condition, the Toxicity Concentration is raised in lethality by one level.

Spun-Out
Spun-Out vessels are hampered by damage to their maneuverability, making it difficult to turn or fight inertia. If the vessel has a minimum Aerial Movement due to the zero-G trait, that distance increases by 10 feet, and it now takes two Free actions to slow the effects of inertia by 5 feet. If a vessel with the Spun-Out Condition suffers an attack that adds the Spun-Out Condition again, the vessel becomes Immobilized until repaired.

Sputtering
Damage to engines slows down a ship's movement through space and atmosphere, as marked by the Sputtering Condition. The vessel treats its non-Ground Movement as if moving through Rough Terrain. If a vessel with the Sputtering Condition suffers an attack that adds the Sputtering Condition again, the vessel becomes Immobilized until repaired.

Unstable
Unstable craft have damage to their energy and aiming suites, making their hardpoint weapons more difficult to use. Vehicles with this Condition suffer ↓1 on all hardpoint weapons. If a craft with the Unstable Condition gains it a second time, the penalty increases to ↓2. Acquiring it a third time renders the hardpoint weapons inoperable, and the vessel can no longer make attacks with its hardpoint weapons until repaired.

REPAIRING A SPACE VESSEL CONDITION

Unlike Conditions that affect individual characters, Space Vessel Conditions do not naturally abate over time or heal on their own. Instead, ship crews and engineering staff must take the time and resources to repair these Conditions.

To do so, characters with access to the damaged vessel must spend 2d2 Standard actions and succeed at a Technology Skill Test using a relevant Specialization, such as Technology (Spacecraft) or Technology (KO-35 vehicles). Unlike most other Skill Tests in the Essence20 Roleplaying System, the repairing character(s) must be relevantly Specialized to perform this Skill Test. Remember, spending a Story Point can make a character temporarily Specialized in the Skill for this endeavor!

When making Repair Skill Tests, base the DIF on the current surroundings of the repairing character(s) as seen in Table 1–14: Repair Difficulties.

TABLE 1-14 REPAIR DIFFICULTIES

LOCATION	DIFFICULTY OR MODIFIER
Inside the vessel	DIF 12
During an extra-vehicular spacewalk	DIF 15
While the ship is in a stable orbit	-3
While docked at a repair facility	-5

A successful Skill Test removes all instances of one type of Space Vessel Condition (Decompressed, Spun-out, or otherwise). Any additional degrees of success or a critical success can repair additional Space Vessel Conditions at a 1-to-1 ratio. A Fumble on this test inflicts the Compromised Condition on the vessel instead.

Zords are Special

Zords in all forms are exceptional creations of the Morphin Grid, and they fall somewhere between living creation, advanced vehicle, and a sort of Power Ranger in and of themselves. Their inner workings are as much Grid tech and energy as they are understandable mechanisms, meaning that, unless special circumstances occur, players and enemies cannot target Zords for the Vessel Conditions above.

They are, however, incredibly potent battle machines. If they or their Ranger pilots meet the requirements, they CAN choose to try to inflict a Vessel Condition upon a target normally.

Exploration: Important Locations

Theoretical astrophysicists believe there are infinite habitable planets and alien life within the expanding elements of the universe. When

considering travels from one universe to another and within the Morphin Grid itself, nearly any species can exist within the Power Rangers universe. Within this colorful setting, a wide variety of interesting places have been important to the narrative of Power Rangers and could be important to your roleplaying game narratives, too.

The following are several examples of planets, moons, and other space locations that could make for exciting additions to any ***Power Rangers Roleplaying Game*** campaigns.

Game Mechanics Inside the Narrative

Several locations in this section offer opportunities to add unique and flavorful new game mechanics to any Power Rangers campaign. To make these gaming elements easier to pick out within the lore found in these entries, look for more of these sidebars throughout the chapter.

Alandria-That-Was (Planetary Debris)

Once a lush and verdant planet in the Hive Quadrant, Alandria was the last big interstellar stepping stone for Emperor Gruumm's devastating journey toward Earth. The Emperor crushed the planet with his dreaded Terror Spacecraft, which acted like a massive technological lamprey to suck away the planet's natural resources and valuable assets. Not complacent with merely leeching Alandria dry, Gruumm turned the might of his war fleet on the reeling planet and eradicated it.

The Troobians then utilized the stolen assets from Alandria-That-Was to help create a body for Omni the Magnificence, taking yet another step toward bringing the ultra-powerful extradimensional being into this universe.

The planetary debris that remains where Alandria once was is slowly pulling itself apart, ripped into smaller chunks by its own slowly failing gravity well, spreading out to become the system's new asteroid belt. Until that process is complete, the debris field remains a mark of Emperor Gruumm's handiwork on the galaxy.

Aquitar

The distant water world of Aquitar is home to the telepathically empowered Aquitian people, who have been allies of Zordon and champions of the Morphin Grid for many generations. Aquitians are scientifically advanced, living in bubble-alloy cities at the bottom of their wholly oceanic world in peace and harmony as a species. They fully embraced the concept of peace amongst their varied schools of politics and social structures long ago, which has only pushed them further into an era of advancement.

Aquitar is a planet of deep oceans that are remarkably light on salinity. Aquitian bodies store necessary minerals and crystallized nitrogen obtained through their gills, allowing them to breathe normally in nearly any kind of H_2O. Their flesh dries out quickly, especially the exposed parts of their cranial cage, so they rarely venture far from a water source. Despite this, Aquitians regulate their bodies so well that one would need to stay in a dry climate for a long time before it becomes life-threatening.

Humanoids in shape, Aquitians have neck-based gills that can seal up under pectoral fin-flaps, a cartilaginous cage-like growth around their heads to protect their powerful brains, and smooth, mammalian-like skin. Beneath their insulated flesh is a well-regulated fatty layer similar to that of a porpoise that helps them live in their underwater world, protecting their insides from both pressure and temperature.

Having evolved to use their natural telepathic and telekinetic talents to help them with everyday tasks and more significant applications, Aquitians build their technology to account for these abilities. They live a generally peaceful, advanced life on Aquitar. Visitors to Aquitar must use advanced rebreather technology to reach and move between the air-filled habitations for the "aquatically challenged." Aquitar is a beautiful and peaceful planet to experience for spacefarers capable of navigating its watery depths.

Want to Create an Aquitian Character?

Players that wish to play as an Aquitian Power Ranger should choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "You can breathe both air and water, and you ignore the effects of drowning in any oxygenated liquid."

Additionally, replace the Hang-Up with the following: "You dry out painfully if you do not properly rehydrate daily. If you cannot rehydrate, you are under the Impaired Condition until you do. You must take this Hang-Up even if this is your first Influence."

Want to Create a Breel Character?

Players who wish to play as a Breel Power Ranger should choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "You were raised in one of the warrior houses of the Breel culture, showing your inner strength through exercise and physical exertion. Pick one Strength-based Skill; you gain ↑1 when using that Skill after spending at least one Standard action psyching yourself up about succeeding."

Breel

Part jungle planet, part rocky wasteland, Breel carries the scars of conflict. Long ago, Breel was set upon by Master Vile's forces, led by Rita Repulsa herself. Her villainous forces struck the planet deep, leaving behind something in the chaos.

Conflicts among the green-skinned species' family houses divided them, but the conflicts for survival saw the rise of a sovereign leader among the nobles' squabbling. Born from hardship and violence, Queen Adriyel of the House Kedry led her people to rise as the most powerful coalition of Breel. By taking control over the rest of her people, the Queen unified a shattered people with her robust and powerful monarchy.

As a planet, Breel is misleading at first glance. It seems to be a lower-technology society. This ruse hides one of the Queen's great strategies: covertly embracing many forms of alien technology to further and strengthen her rule. She cleverly integrates these advances within traditional Breel garb, equipment, and construction. More alien technologies from the occupation wait to be found, but something insidious and dire hides beneath the darkened mouth of the ominous and normally off-limits Temple of Repulsa. One day, Master Vile may send his agents back to Breel for whatever Rita left buried there, a mystery that surely means trouble for the Champions of the Grid and their Power Rangers.

The Cimmerian Planet

The closest thing to a headquarters for the United Alliance of Evil outside of the Dark Dimension, the Cimmerian Planet is the nearly uninhabitable hellscape where these villains feel safe to meet in the open without risk. Only the bravest (or most foolish) Power Rangers would dare come to this polluted orange rock.

A combination of Dark Dimension technology and villainous mysticism cut off this realm from the Morphin Grid's normal access. Villains dream up and plan invasions and entire cataclysms on the Cimmerian Planet. Dark Specter often manifests in borrowed bodies to spy on and ensure all his lieutenants and generals were toeing the line properly.

Uninvited guests to this foreboding planet and its stony, foreboding moon face its overpowering dark and evil energies. Only the purest of heart or most wicked brave the corruption here. Power Rangers could uncover a wealth of advantages against the United Alliance of Evil, if only the Champions of the Grid could overcome the foul influences throughout the planet.

Edenoi

Good King Lexian led the people of Edenoi to aid Zordon in the first wars against the darkness, and the lush garden world provided resources and the Alpha Series of robot warriors to assist in the fight. The empathic mammalian humanoids, each born with a mind crystal embedded in their foreheads, embraced a peaceful way of life until Zordon's forces faltered in the war against the darkness. They created Alpha 1 and other robots, who mined resources from the toxic mines under the planet's surface, and, ion dire times, for war.

Millennia after Zordon's fight moved on, a new threat struck this paradise. A warlord named Dregon attacked the planet and crushed the peaceful Edenites under his tyrannical thumb, forcing them to work in the mines as his cohorts ravaged the surface. Dregon's oppression left Edenoi a dry, dusty rock of a planet covered by drifting fogs of growing toxicity, scattering the Edenites. It will be a bright and shining day when Edenoi is free again, even if it may never fully recover from its environmental wounds.

Want to Create an Edenite Character?

Players who want to play an Edenite Power Ranger should choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "The mind crystal in your forehead makes you intensely sensitive to emanations on the mindscape, granting you the ability to feel the general mental and emotional state of a living being within 30 feet when you spend a Free action to do so."

Additionally, replace the Hang-Up with the following: "Being able to feel emotions and strongly broadcast thoughts makes it difficult to willingly make people feel pain or shame, imposing Snag on all of your Intimidation and Deception Skill Tests. You must take this Hang-Up even if this is your first Influence."

Want to Create a Robot Character?

Players that wish to play a Robot Power Ranger, such as Edenoi's famous Alpha series, should choose the Not From Around Here Influence (page 72 of the *Power Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "As a mechanoid being, you do not have to breathe, eat, or sleep to survive. You must go into power shut down for 4 hours a day or spend 1 Power to ignore this need."

Eltar

Eltar was the birthplace of Zordon, arguably the most famous Champion of the Grid. Eltar is an advanced world covered in towering cities, lushly curated agriculture, and clean-running industry. It was partially through the high technologies of Eltarians that the Morphin Grid became possible to access, making it no surprise that Zordon would be so heavily invested in the planet's protection for over ten thousand years. Like their most famous member, Zordon, Eltarians feature blue skin and bald heads.

The people of Eltar made it their mission to keep the galaxy at peace, readily sharing their technology and teachings with all those willing to do the same. When villains like Dark Specter and the Empyreals (see *Gorvinos III* later in this section to learn more) arose, the Eltarians lent their power and advice to heroes. This core Eltarian tradition helped shape Zordon's tenets for the Power Rangers, particularly that of benefiting others before oneself.

Eltar remains a prime target for the United Alliance of Evil, not solely because of its strong connections to the Morphin Grid and some of the most advanced technology in known space. Eltar has, on several occasions, been assaulted, sieged, invaded, and even controlled by the forces of darkness, but Eltar always seems to come back from the edge and return to its bold and righteous ways.

Gamma 4

A temperate planet, Gamma 4 commonly serves as a waypoint for extended travel among the stars. Aside from its advantageous position between safe space lanes, this planet is unremarkable. It falls in the median range of almost every planetary qualifier, including mineral deposits, atmospheric quality, and contents of both flora and fauna.

Gamma 4 once served as home to a critical S.P.D. station that stored vehicles, resources, and a team or two of local assets to support squads. These qualities made it an attractive site for the traitorous allies of Emperor Gruumm, the S.P.D. A-Squad, to launch an ambush. This heavy blow to the agency nearly crippled operations in the area but revealed the corruption within the system.

Gamma Vile

The aptly named Gamma Vile is the last inhabited planet in its star system in the M51 Galaxy. Three metallic moons orbit the world, replacing the moons destroyed by arcane experiments and science-gone-wrong ages ago. Now, they control the strength of the dusty winds of the world and the ionization of the weather systems here. This nightmarish world is the home of Master Vile, who performs dark sorcery and experiments with monstrosities brought here from across the galaxy.

The towering citadel at the connection point of the planet's ley lines is Master Vile's home, and he draws on the planet's power to perform the darkest of arts. Master Vile holds his court and rules his part of the United Alliance of Evil within this sprawling set of spires, walls, and chambers. It is a well-protected fortress filled with dragon men, goat soldiers, and more horrors that defy logic and exist solely to serve Vile and his dark forces.

Gorvinos III

This distant planet was once bountiful but was the site of an epic meltdown caused by one of the Empyreals, multi-dimensional godlike entities who judge planets with cleansing fire. It is now a ruined rock, seemingly lifeless on most passing scans, but it hides a frightening secret. Nestled within its cracks and crevasses lies a collective colony of a bacterial organisms capable of animating lifeless matter into monstrous constructs. It is a dangerous reminder of what some wildly powerful beings in the universe leave behind in their wake.

Who are the Empyreals?

Ancient entities of immeasurable power, the Empyreals exist as more of a cosmic force of nature rather than villains. To this end, you won't find statistics for them in this book, as players often feel that if something has a stat block, it deserves to be beaten. To include Empyreals in your story, we recommend avoiding direct battles and instead using them as terrifying weapons unleashed by evil leaders who your Rangers can stop through Skill Tests, combat scenes, and other traditional forms of gameplay.

Horath

Horath is a hot desert planet consisting of rocky plains and sandy stretches of wasteland beneath which Horathi people live and enjoy clannish traditions. Their longstanding occupation by the Machine Empire pushed them into a higher state of technological advancement. Technology stolen from the Empire and repurposed by the Horathi granted this reptilian species the ability to regulate their body temperatures through wearable effects, fabricate advanced weaponry, and maintain healthy livelihoods. After surviving in the harsh landscape of their home world, many Horathi see the most brutal weather systems of a planet like Earth as an enjoyable vacation.

Core to Horathi culture is a spoken tradition of folklore and living legends that keep history alive. Rather than risking their stories in libraries and databases, Horathi pass on their morals, history, and mythic heroes through oral tradition. Martial arts serve as another cornerstone of their culture, and Horathis regularly engage in non-lethal ritual battles to solve disagreements. On Horath, there is great respect for those who can tell their tales and defend their traditions and safety. Legends pass from one generation to another about those who can do both.

The star system around Horath, nestled in its corner of XJ7-19 and the Black Eye Galaxy, has been a hotbed of conflict with the Machine Empire for generations. Any travel through this area of space surely attracts the mechanoid menace's attention, so Power Rangers must be careful!

Want to Create a Horathi Character?

Players who want to play a Horathi Power Ranger should choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "You have dense scales and calcified growth over much of your body. While this makes non-Horathi clothing uncomfortable at best, your scales grant you a +1 bonus to your Toughness."

Infernus

The center point of Dark Specter's rule within the Dark Dimension, Infernus is his home world and a planetary-scale portal between the dimensions. His infinite darkness and its power allow the jagged stone planet of eternal night to exist simultaneously in both his abyssal realm and this universe. This makes the planet a unique location that seems almost too evil to be real, but unfortunately for anyone aligned with the light of the Morphin Grid, it is.

Any star's light that shines on Infernus is swallowed up by its co-existence with the Dark Dimension, causing the planet to stay in a permanent state of deep indigo night. The only visible lighting emanates from ominous flames burning all around, lava-like flows that bubble up to the surface of the unstable planet, and crackles of violet lightning that shoot across the sky in its perpetual storm clouds. The air is choked with ash and ozone, making visitors suffer with every breath. Despite its constant and widespread volcanic activity, the planet is cold from the Dark Dimension's leeching away its heat.

Despite stories of its terrible elements, some seek out the absolute evil of Infernus. Most notably was the Xybrian traitor to the Supersonic Rangers, Trek, who would be successful in finding the planet and Dark Specter. The traitor's prize for reaching Infernus was to become the first of the Psycho Rangers.

Kadix

A desert planet tucked in a strong gravitational well within its own star system, Kadix is a material-rich world home to humanoids with blue or purple

skin who wear full cloaks and hoods to protect themselves from exposure to the planet's harsh environment. Members of a prominent Kadixian faction, the Scavengers, lure ships to the planet (by using traps to disable engines or spreading stories of treasure on the planet to information hubs such as *Onyx*, below) to tear them apart. Despite the Scavengers' aggressive collecting of anything that lands on the planet, exploring this sandy, barren ball could reveal a wealth of spare parts, half-ransacked ships, and anything else the Scavengers left weathering away in the sandblasting winds.

Scavenging the Sands of Kadix

Characters on Kadix willing to risk running into the highly territorial Scavengers can use scanners, detection equipment, and their Alertness Skill to find valuable technological materials. These materials can grant up to ↑2 on future Technology Skill Tests if Rangers can survive the harsh landscape and murderous locals.

KO-35

A mysteriously human colony in the Korova System, it is unknown how this place came to be, as its records are few and don't stretch back to its founding. Earthlings knew nothing about it when it was re-discovered in the late 21st Century. KO-35 was a densely populated planet that showed all the signs of having been terraformed previously, including an Earth-like temperate climate, gravitational hold, and sampled biosphere. A large segment of the population show evolved psionic abilities. Red Ranger Andros, Silver Ranger Zhane, and Pink Ranger Karone (also known as the Princess of Evil, Astronema) hail from this famed (or infamous) colony.

KO-35 has always been a hotbed for trouble, possibly as a cosmic balance for being the home world of two (or three, depending on history's opinion of Karone) of the Grid's greatest defenders and one of the most dangerous villains the universe has ever known. The colony has a tumultuous history, suffering multiple invasions, kidnappings, and alien attacks before being blasted to ruins. Thankfully, the colonists escaped and continued to resist the United Alliance of Evil, even secretly creating the Mega Winger Zord for Zhane.

Around the middle of the 21st Century, S.P.D. built a fully operational prison station in orbit around the planet, complete with a digitized-incarceration system to store criminals brought in on containment cards.

Mercuria

Another temperate, forested world with a short stellar orbit, Mercuria is likely a long-forgotten Terran colony seeded with the human-adjacent Mercurians by ancient spacefarers in time before recorded history. The Mercurians focus on advancements in science, such as nanotechnology and malleable molecular structures. The world's landscape is dotted with huge cities and sprawling agricultural pockets. Mercurians have silver eyes and the unique ability to loosen their molecular bonds to transform into a silvery liquid-like jelly. Mercurians cannot agree on the source of this ability. Scholars and scientists debate whether it originated as an evolved gift from generations of being hunted by ancient predators, a benefit of the unique radiation that safely permeates the planet, or maybe even a side-effect from early nanotech experiments that changed Mercurians' DNA forever.

The enormous gray moon that sits remarkably close to the planet dominates the horizon, visible even through the hazy purple cloud cover that lingers in the atmosphere. Perhaps the strong influence of the moon's gravity helped create the Mercurian gift? Some travelers to Mercuria should take serious precautions when visiting the planet, as some naturally occurring minerals in Mercuria's geosphere are at toxic levels for humans.

Want to Create a Mercurian Character?

Players who want to play a Mercurian Power Ranger, choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "You can alter your body structure to be a silvery jelly-like fluid, gaining Edge on all Athletics and Acrobatics Skill Tests based on flexibility or fitting through confined spaces."

Additionally, replace the Hang-Up with the following: "Times of great mental stress or pain can cause you to lose control of your physical rigidity. When you are Defeated, you fall into a liquid mercury-like state until you return to your full Health. You must take this Hang-Up even if this is your first Influence."

Mirinoi

A cosmic mystery home to powerful relics, Mirinoi is a heavily jungled world with strong ties to the Morphin Grid. The planet's orbit dips outside the standard mapping of its star system, making it challenging to plan journeys to and from Mirinoi, effectively cutting it off from space lanes for decades at a time. This stellar oddity made the planet attractive to adventurers and anyone who needed somewhere to hide. This strange orbit also made it the perfect place to entomb the powerful Quasar Sabers, which became the signature weapons of the Lost Galaxy Rangers. The world also served as the prison of the powerful original Magna Defender, who suffered between realities and grew his thirst for vengeance for three thousand years.

The people of Mirinoi live in tribal societies in tune with the natural setting of their world, but they have no trouble adapting to the use of higher technologies. One of the Galaxy Rangers, a human named Miya, comes from Mirinoi and retains many of her traditions.

Furio, a villain loyal to the intergalactic warlord Scorpius, once turned the planet's inhabitants to stone, but the heroic actions of the Power Rangers restored them to life and earned the world the nickname "the planet returned."

Later, Mirinoi became the site of one of the Terra Venture's successful colonies after the ship escaped the troubles of the Lost Galaxy. The planet remains a dangerous jungle and often serves as a crucible for new heroes.

The Moon (Lunar Palace)

Earth's only natural satellite, Luna, the Moon, has been an essential piece of Morphin Grid history for over ten thousand years. When Zordon chose to seal Rita and her minions away in the imprisoning dumpster on the moon and hid his powerful Zeo Crystal in its mantle, Luna became a bright point on the intergalactic map of important sights.

When curious astronauts released Rita from her imprisonment, the moon became even more of an important place. Raising her Lunar Palace as the launching point for her repeated assaults on Angel Grove and Zordon's Command Center, the Palace became the war room for evil icons like Goldar, Squatt, and Baboo in their battles against the Power Rangers. Within the Lunar Palace, Finster runs his special clay through the Monster-Matic in his workshop, crafting the numerous Putties and several of Rita's most notorious monsters. Lord Zedd returned to Rita, his bride, and joined the warlords of the Lunar Palace in these campaigns against Zordon and the Power Rangers until they were forced to flee together to the M51 Galaxy. The Lunar Palace and its twists and turns are home to some of the Power Rangers' most memorable enemies.

While the proximity to Zordon made it special, Earth's moon has remained that way due to its many unsavory residents. Most of the rest of Earth's moon is uninhabited, leaving great stretches perfect for hiding from S.P.D. agents. The barren, unmapped landscape has worked to S.P.D.'s favor more than once, allowing them a safe space to recover or sneak away from dangerous foes.

Onyx

Lost treasures seem to turn up on the desert Onyx more often than anywhere else. The planet is an orange ball of sand with a heavily-irradiated planetary ring. Its strong gravitic pull makes it difficult to traverse without proper technology or alterations to vessels attempting to carelessly come or go. Located on the far side of the Milky Way galaxy, Onyx serves one distinct and infamous purpose: it is where the forces of evil can meet under the banner of neutrality.

The settled areas of the planet appear almost like an old Wild West town of 19th-century Earth, giving it a lawless feel perfect for its visitors. Villains, henchmen, and servants abide by the planet's traditional expectation that visitors not bring violence to anyone within the Rings of Onyx. Plotting, scheming, threats, posturing, and more are welcome on the planet as long as all guests maintain the tradition.

The Onyx Tavern, famed as the planet's finest (and perhaps only) establishment, is where villainous agents and monsters can escape the judgments and punishments of their hot-headed bosses. Evil rulers' middle management come here to get a drink, share troubles, and pass along opportunities. Bad elements ante up lost treasures at the tavern's lively gambling tables, with items such as the key cards for the Mega Voyager, Dino gems, and Psycho Ranger data cards exchanging hands.

Sheep Amongst Wolves

Brave or desperate Rangers can learn much from a trip to Onyx if they have the guile to go unnoticed. The other inhabitants' Willpower Defenses set the DIFs of Infiltration (Disguise) or Deception Skill Tests when trying to blend in on Onyx. While unnoticed, characters can gain either specific details the GM wishes to deliver or ↑2 on a Streetwise Skill Test to learn about circulating rumors.

Getting caught unmasked as Power Rangers in the Onyx Tavern would be less than ideal, to say the least, as the age-old traditions of nonviolence do NOT extend to meddlesome do-gooders.

The Psycho Mothership

A space cruiser modified for war, the Psycho Mothership carries the deadly Psycho Rangers and the advanced constructing lab that creates them from their data cards. It is a massive star vessel built to be a mobile headquarters and launching point for assaults on enemy space vessels, planetary outposts, and anywhere with ties to their hated enemies, the Power Rangers. The Mothership is heavily armed, armored, and capable of devastating offensive measures, and that doesn't even consider the Psycho Rangers that live on board!

Where the Psycho Mothership goes, death and darkness follow. It uses advanced technology to come and go as it pleases, surprising potential targets with its foreboding image in the sky. It often hangs like an ominous black metal cloud for days before the Psycho Rangers spring into action. Once word began to spread that "evil Power Rangers" were a genuine threat to anyone reachable by space vessel, a description of the Psycho Mothership spread fear throughout known space (if there were any survivors left to do so, of course).

The Mothership is more than capable of serving the new generation of Psycho Rangers. Last seen leaving the Tigris System after a complicated battle over one of Dark Specter's former bases, people of the galaxy fear where it may appear next.

Is It Really That Bad?

Players of the *Power Rangers Roleplaying Game* might read the above description of the Psycho Mothership and wonder if it is the tremendous monstrosity it is reputed to be. The Mothership's statistics appear on page 95, and the ship's comings and goings could form the basis of an entire campaign.

The Scorpion Stinger

Part star base, part doomsday weapon, and part hive, the Scorpion Stinger is the flagship vessel of the insectoid forces of Scorpius and, later, Trakeena. With claws that can crush entire starships, gravity-assisted legs that clamp down on the sides of moons, and a massive tail whose namesake stinger unleashes a plasmatic beam capable of superheating the cores of planets, this construct is so much more than a space station or a vehicle. It is a spacefaring nightmare that has haunted enemies of Scorpius for decades.

A floating fortress, the Scorpion Stinger contains hibernation cells for a nearly infinite number of Stingwingers, always ready to burst forth and attack enemies of the hive. As Stingwingers launch, the internal processes of the Scorpion Stinger spring into action to create replacements. At any moment, the Scorpion Stinger could unleash hundreds of these monsters, rebuilding to that number in just a few weeks!

Attack? Are You Kidding?!?

Players and GMs might notice that the Scorpion Stinger lacks any stat block in this sourcebook. That is primarily due to the construct not falling into an applicable set of rules. It is not just a vessel, it isn't a rogue Zord, and it isn't a monstrous lifeform. It is an apocalyptic combination of all three, and only truly epic Power Rangers teams might be able to deal with it in a combat scene.

If that is the case, and GMs wish to use the Scorpion Stinger as a quantifiable element, we suggest using the statistics for the Space Base found on page 97 and adding the following adjustments:

- **Aerial Movement is 20ft/10ft**
- **It is crewed by 2d2 × 100 available Stingwingers**
- **Replace its Enlargement Torpedo attack with the following attack:**
  Scorpion Claws; Might (Claws): +d12*; Reach 60; 5 Blunt damage
  Critical Effect: Target is Decompressed (page 23), Grappled, and Impaired
  Traits: Accurate (↑1), Multi-Weapon (2)

Sirius

The primary planetary presence within the star system of the same name, Sirius was once a thriving urban society full of advanced canid humanoids. They built a bustling culture similar in nature to 22nd-century Earth, complete with skyscrapers, mass transit, and a booming economy based on a multitude of inter-connected clans, noble houses, and hunting unions working in a strange competitive cycle of progress. This constant competition created an extremely prosperous time in their history, with famous peacekeepers like Anubis Cruger and his budding S.P.D. cell on the rise and the first Sirian colonial ships preparing to spread their success. Emperor Gruumm and his Troobian Empire came to sink their proverbial fangs into Sirius, ending this golden age.

All that remains of the once-great Sirian civilization is a ruined graveyard and a befouled reminder of how few Sirians survive in the universe. Pockets of advanced Sirian technology hide among the wreckage like diamonds in the rough, but tracking and salvaging such items would be difficult, to say the least. In addition to the survivors on the planet, some Sirians were abroad when the siege

fell. Their homeworld haunts them as a dark smear on their history and a bleak echo of what might happen to their entire species if they do not recover and boost their numbers in the next generation.

Want to Create a Sirian Character?

Players who want to build a Sirian Power Ranger should choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "You have the well-developed senses of a natural predator and hunter, gaining ↑1 to any Alertness or Survival Skill Test made to find or track a targeted individual or individuals."

The Terra Venture

A complete ecosystem enclosed in an advanced space station and colony cruiser, the *Terra Venture* was one of humanity's best hopes for expanding beyond the reaches of the Milky Way. Terrans envisioned that the *Terra Venture* would be how humanity would cross the void and make new homes for Earth's growing minds and cultures beyond the scattered colonies amid the stars.

Containing a city-sized colony within its primary dome and numerous smaller biospheres in attached spokes and mini-domes, the *Terra Venture* is capable of sustaining every kind of Earth life indefinitely. These biospheres would allow the colony station to discover the best places to deploy its colonial efforts with little terraforming or advanced safety protocols, hopefully making the transfer from the station to a new planetside colony easy.

Despite being the headquarters and base of operations for this era's Galaxy Rangers, the *Terra Venture* is still a juicy target for enemies of the Grid and anyone else seeking to stop the Galaxy Rangers. While the station employed defensive measures, it has primarily relied upon the Galaxy Rangers and an overzealous Magna Defender at one point to keep it safe.

Terra Venture Adventures

The *Terra Venture* colony station is unfathomably large on even a space vessel scale. It contains enough internal locations, characters, and possible plots to be the home of an entire adventure arc completely within its confines! It could be like pulling Angel Grove out of California and throwing it into outer space, with just as many recurring NPCs, relationships, and all the dramatic interactions with enemies of the Morphin Grid from beyond. As this titanic colony vessel roars across the stars, anything is possible!

Triforia

An advanced planet similar in biodiversity and climate to Earth, with a few specific alterations to the atmospheric saturations, Triforia is a proverbial melting pot of alien beings from across the galaxies. Its wooded continents are separated by large oceanic areas, with small frozen poles at opposite ends of the planet. Three small moons orbit the planet, giving it unusually turbulent tidal pressures but regulating the land-based weather patterns remarkably well.

The indigenous people of the planet, the humanoid Triforians, are often separated into triplets (not necessarily identical) in both mind and body. Through advanced scientific applications of cerebral-reactive energetic wavelengths, the individual is split into three to become home to distinct parts of each Triforian's personality. Their political leader, King Trey, had his three parts dominated by his Courage, Wisdom, and Heart and could split into Trey of Courage, Trey of Wisdom, and Trey of Heart. Other Triforians could split into three, similarly titled and driven by emotions or concepts, such as Logic, Imagination, and Joy, or perhaps Love, Skill, and Calm. The process is different for each Triforian, but it is an integral part of their culture. Not all Triforians go through this process, but those that do find it painful to reverse back into a single entity.

Triforians welcome visitors, as natives eagerly wish to learn more about what makes life across the universe both different and alike. Without guidance, however, the Triforians can be argumentative and difficult, especially if individual pieces of influential personalities gather strength over the others personalities. Arguments occasionally escalate to intellectual civil war on the planet and at least one full-on revolution against triplication. King Trey leads the planet with a reputation for fairness and good, and deftly avoids internal conflicts that could split his people and kingdom apart.

Want to Create a Triforian Character?

Whether a player wishes to be one of the rare untriplicated Triforians or one member of a triplet set (basing their behavior on one of three distinct aspects), the regular Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*) covers this well.

It could be a great deal of fun and interesting roleplaying to have the other two aspects of the same Triforian persona be played as NPCs or even as other player characters!

Verinox 12

A planet of eternal darkness, Verinox 12's moon cycles and thick particulate-filled atmosphere block any light from reaching the surface. It is a blackened rock of impenetrable night, where creatures that navigate by sound or smell serve as apex predators of the otherwise-blinding landscape. Villains and enemies of the Guardians of the Morphin Grid end up imprisoned here, where they will no longer be

able to take in the light of the Grid or call upon visual abilities, reflection powers, or anything involving the light of the stars above.

It is a bleak place full of monsters that literally go bump in the night, and even Rangers that venture here find that their powers and connection to the Ranger Spectrum are limited. The darkness refuses to aid heroes or villains and resists organized exploration or mapping of any kind.

The Light Drain of Verinox 12

Pitch-black darkness immerses the entire planet of Verinox 12, and only those with augmented senses not reliant on light of any kind can see here. Additionally, all Personal Power abilities cost 1 additional Personal Power while on this dark and terrifying planet.

Xybria

A distant world on the edge of a neighboring galaxy, Xybria is a desert planet that stands out with pockets of dense urban civilization due to a highly advanced level of technology. The native Xybrians, a human-adjacent people, are implanted with a psionically charged crystal at birth that helps create a bond between parents and child. The crystal also passes on several gifts, such as knowledge, social awareness, and limited telepathy. As a people, the Xybrians make the most of their sandblasted world, which eons ago was a thick marshland.

This historic verdancy prompted the Xybrians to study temporal sciences to allow them to gather resources from the planet's fruitful past. These temporal explorations proved valuable to the Time Force Rangers, who count the native Xybrian Trip among their number. Despite these explorations leading to some time-travel-related errors and mishaps, the Xybrians have survived successfully on their desert world for thousands of years.

As a planet, Xybria tries to be welcoming and open to visitors in its city centers and communities. Unfortunately, the general climate of the open areas of wilderness is uninviting. While there are several nomadic and desert-dwelling Xybrians, most of the planet's population thrives in large, advanced communities.

Want to Create a Xybrian Character?

To create a Xybrian Power Ranger, choose the Not From Around Here Influence (page 72 of the *Power Rangers Roleplaying Game Core Rulebook*). Replace the listed Influence Perk with: "Your psionic crystal can be sensitive to reading others' thoughts, feelings, and (some say) visions of the future. During creation, choose Alertness (Insight), Deception (Bluffing), or Persuasion (Diplomacy) to gain ↑1 on associated Skill Tests."

So Much More

The universe contains all of this and much more! While it is great fun to be part of the existing Power Rangers storylines, we encourage you all to create your corner of outer space in your game sessions and campaigns, too!

Anything is possible!

pryce

CHAPTER 2
CHARACTER OPTIONS

Introduction

The infinite universe offers character options from alien species that span entire systems, human colonists from other dimensions, and everything in between. This chapter presents new character options and assets for space traveling heroes.

This chapter starts with new Origins and Influences for ESSENCE20 ROLEPLAYING SYSTEM characters, granting exciting new flavor opportunities. Following, a trio of new Advanced Spectrum Roles specific to the ***Power Rangers Roleplaying Game*** gives players new ways for characters to battle the Ultimate Alliance of Evil or any other foe. Following that are new ways to use skills in space or cosmic environments, and new Specializations for any ESSENCE20 ROLEPLAYING SYSTEM character. Finally, new Perks and Grid Powers present customization options for characters from Earth and beyond the stars.

Origins

Within the vast reaches of space, the variety of life forms are countless. Humanity considers itself one of the most varied and malleable species, but in the Power Rangers galaxy, numerous planets teem with life. Where there is life, there are opportunities for the kinds of greatness that inspire someone to become a Power Ranger.

When the Morphin Grid needs someone to serve as one of its stalwart warriors, it finds the perfect person no matter where or when they exist in the universe. This section contains seven new Essence20 Roleplaying System character creation Origins spawned from archetypes commonly found within the depths of space and the reaches of distant planets. These Origins can apply to Earthlings or aliens from the farthest reaches of space.

Antagonistic

Some civilizations and cultures stand against the status quo. As you grew up, many peers, mentors, and teachers tried hard to make you fit into the mainstream, but you resisted. Even though you have learned there is more to the universe than fighting against it, you find yourself rebelling against the norm and playing devil's advocate.

Starting Health: Standing against most other people's opinions has not been easy. Fighting against the status quo with words and deeds leads to more than a few altercations, and you begin play with 2 Health.

Essence Score Increase Options: Increase either Strength or Smarts by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Strength-based:*** Athletics, Intimidation, Might
- ***Smarts-based:*** Alertness, Culture

Ground Movement: Your base Ground Movement is 30 feet.

Languages: Your teachers focused on your culture's speech, and cultural exclusions made it challenging to find opportunities to learn other languages. You are fluent in your native Language and one additional Language for every three points of Smarts you possess.

Origin Benefit: One-Upping

If there is one thing you can never let pass by, it's the opportunity to show someone else that you're better than they are. Anytime one of your allies fails or Fumbles a Skill Test, you may immediately (or on your following action, if in a combat scene) attempt the same Skill Test, if possible, with ↑1.

Enigma

You are a mystery to others and even yourself, but your mysterious past is just a new storyline waiting to be discovered and understood. You know almost nothing about where you came from, and with help from your

friends and teammates, you can continue to grow in your own way or try to find out who you once were.

Starting Health: Wherever you originally came from, it made you stronger than you look. You begin with 2 Health.

Essence Score Increase Options: Increase any Essence score by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Strength-based:*** Athletics, Intimidation
- ***Speed-based:*** Driving, Infiltration
- ***Smarts-based:*** Alertness, Survival
- ***Social-based:*** Deception, Persuasion

Ground Movement: Your base Ground Movement is 30 feet.

Languages: Knowing almost nothing about your past forced you to learn as much as possible about everyone else's, just in case it links up with yours. You are fluent in two Languages and one additional Language for every four points of Social you possess.

Origin Benefit: Why Do I Know That?

Wherever you came from, it left a lasting impact on what you know. You may choose any General Perk, provided you meet its prerequisites.

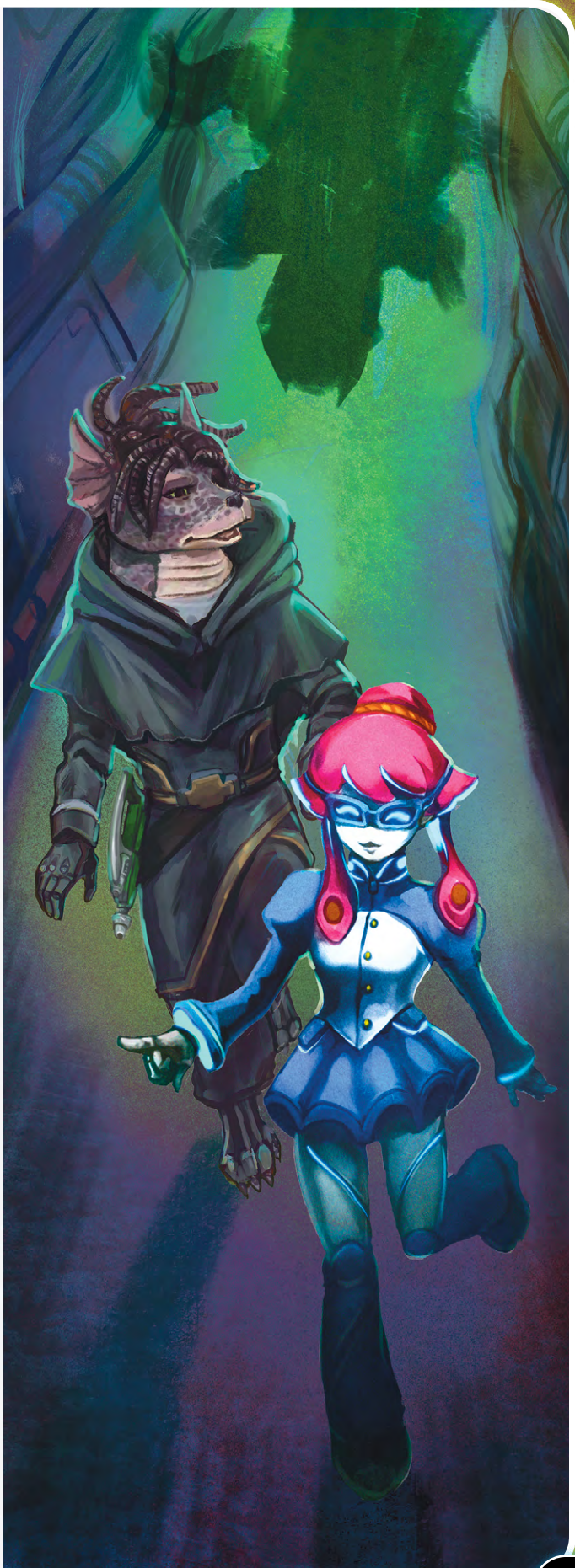
Hunted

You were born running from something. Whether it is a force looking to do you harm or perhaps something that believes you would be better off with them, you've always had to look over your shoulder and stay on the move to avoid the forces that try to put you in their sights. You have been escaping from the hardships and conflicts of the universe your entire life

Starting Health: Life has been nothing but hiding and survival for you, toughening you up. You begin with 2 Health.

Essence Score Increase Options: Increase either Speed or Smarts by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.



- ***Speed-based:*** Finesse, Infiltration, Targeting
- ***Smarts-based:*** Alertness, Culture, Survival

Ground Movement: Your base Ground Movement is 40 feet.

Languages: Always on the run, you have crossed paths with many different peoples. You are fluent in your native Language and one additional Language for every two points of Social you possess.

Origin Benefit: Can't Catch Me!

You have been avoiding capture for as long as you can remember and have gotten very good at being hard to pin down. As long as you are aware of an effect targeting you, you gain +1 to your Evasion.

Noble Blood

Some cultures uphold generational traditions of hereditary nobility, passing power and prestige though bloodlines, social groups, or collective families. You were born into one of these families. Being of nobility doesn't necessarily give you any additional rights or power over others (though it may); instead, it represents the cultural traditions surrounding your familial history.

Starting Health: You were born to a bloodline of prestige and privilege that didn't leave much room for survival aptitudes. You begin with 1 Health.

Essence Score Increase Options: Increase either Smarts or Social by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Smarts-based:*** Culture, Science, Technology
- ***Social-based:*** Performance, Persuasion

Ground Movement: Your base Ground Movement is 25 feet.

Languages: It was essential to know the best ways to communicate with the people surrounding the lands of your bloodline. You are fluent in your native Language and one additional Language for every three points of Social you possess.

Origin Benefit: Be an Example

You were born within the nobility of your civilization and taught the family traditions and the responsibilities of rulership. You can spend a Free action to reflect on your training and traditions to gain ↑1 to the skill you chose to increase or advance as part of this Origin.

Stargazer

For as long as you remember, you have looked to the heavens, wanting to see the stars. The secrets of the universe felt so close and yet so far away. Focus and dedication were key to breaking away from your world and reaching the stars, and your love of the expanding universe grows with each new piece you discover.

Starting Health: You have spent more of your life learning about space than working on your physique. You begin with 1 Health.

Essence Score Increase Options: Increase either Speed or Smarts by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Speed-based:*** Driving, Targeting
- ***Smarts-based:*** Alertness, Science, Technology

Ground Movement: Your base Ground Movement is 30 feet.

Languages: You've prepared to communicate with potential civilizations by learning many languages. You are fluent in your native Language and one additional Language for every three points of Smarts you possess.

Origin Benefit: Always Seeking

Even when you achieve the heights you strive for, you then look further into the beyond and set yourself to exploring a new frontier. Whenever you knowingly attempt Skill Tests to work toward discovery, you do so with ↑1.

Traveler

The open road, made of sand, stone, or the void between the stars, has been a part of you for as long as you can remember. Never satisfied in one place for long, a deep wanderlust always urges you to see more. You enjoy nothing more than feeling a new path beneath your feet.

Starting Health: Your life of exploration and seeking new experiences toughened you and begin with 2 Health.

Essence Score Increase Options: Increase either Strength or Smarts by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Strength-based:*** Athletics, Brawn
- ***Smarts-based:*** Alertness, Culture, Survival

Ground Movement: Your base Ground Movement is 35 feet.

Languages: You have been to many places and met many people and picked up on communication around you. You are fluent in your native Language and one additional Language for every two points of Social you possess.

Origin Benefit: Life of a Thousand Roads

As long as you can remember, you have moved from place to place, learning little bits of knowledge everywhere you go. Whenever you attempt a Culture or Survival Skill Test about an environment/people you might have crossed paths with, gain ↑1.

Warrior Born

Your upbringing prepared you to be a champion, no matter how many battles life throws at you. Your reason for fighting may be to wage war for your family, your people, and causes close to your heart.

Starting Health: You are not about to allow flesh wounds and grazing blows to slow you down. You begin with 2 Health.

Essence Score Increase Options: Increase either Strength or Speed by +1.

Your Origin trained you in one of the following skills. The Skill Rank you increase must match the Essence raised by your choice above. You may choose a Specialization for the chosen skill instead of increasing your Rank.

- ***Strength-based:*** Conditioning, Intimidation, Might
- ***Speed-based:*** Finesse, Initiative, Targeting

Ground Movement: Your base Ground Movement is 30 feet.

Languages: Taking to the battlefield alongside other warriors has given you a chance to learn how to converse with them, but you talk more through actions than words. You are fluent in your native Language and one additional Language for every three points of Social you possess.

Origin Benefit: Fighting Spirit

Passion and training taught you to always be on your toes. You always treat the Initiative Skill as though you are Specialized.

Influences

Like stars in the sky, there are countless reasons why a given character is the perfect choice for a position on a Power Ranger team. Differences in culture, civilization, and walks of life matter little when someone answers the call of duty to become a Power Ranger. The Morphin Grid and its champions find those who fill their needs, no matter what has shaped their pasts or is shaping their presents.

Following, six new Essence20 Roleplaying System character creation Influences represent unique aspects of personalities hailing primarily from settings and civilizations far from the confines of Earth. While it isn't unheard of for these facets of character creation to appear in humanity (or other Earth-based inhabitants), these options were inspired by common concepts concept in space-based stories and existing Power Rangers.

Important Rules Addendum—Mandatory Hang-Ups

Some of the Influences found in this section have unique benefits that may seemingly outweigh other commonplace Influences found in this and other Essence20 Roleplaying System publications. To balance these out within the system, they come with unique and mandatory Hang-Ups. Unlike others that do not apply their Hang-Ups if chosen as a character's first Influence, these Influences always impose their Hang-Up.

Agency

You gave a portion of your life to an organized agency. Government, peacekeeping forces, religious groups, corporations, unions, and the like all need people to carry out their agendas. You were employed by and devoted to one of these agencies, and while it taught you a lot about their laws and methodologies, it also painted you with the same brush as all the other agents that came before you.

When you select this Influence, choose the agency that shaped your character through its tenets, codes, and benefits, as well as related skills. Some good examples in the Power Rangers universe are the Angel Grove Police Department, Space Patrol Delta, NASADA, the Silver Guardians, and the Huntsman Network.

INFLUENCE PERK

You gain Edge on the Skill associated with your agency, representing your additional training in that field to function as their agent. Additionally, due to the access to resources you have or had through the agency, your Wealth Tests may never use a die of a lesser value than the Skill Rank of your agency's Skill.

HANG-UP

Whether or not you are still attached to your agency, your time as part of it defines your past. Your agency friends, allies, and colleagues left their mark on your training, methods, and beliefs. When you Fumble in your agency's Skill, you do not generate a Story Point as you normally would, as self-doubt haunts you.

SUGGESTED CHARACTERISTICS

Choose an option below for the type of agency you work or worked for, or work with your GM to come up with a different kind of organization. You may also roll a d8 to determine this randomly by consulting Table 2–1: Potential Agency Types below.

TABLE 2-1: POTENTIAL AGENCY TYPES

D8	AGENCY TYPE	AGENCY TRAINING
1	Academia	Science
2	Exploration	Survival
3	Governmental	Persuasion
4	Investigative	Alertness
5	Law Enforcement	Streetwise
6	Religious	Culture
7	Secret/Clandestine	Deception
8	Vocational Union	Technology

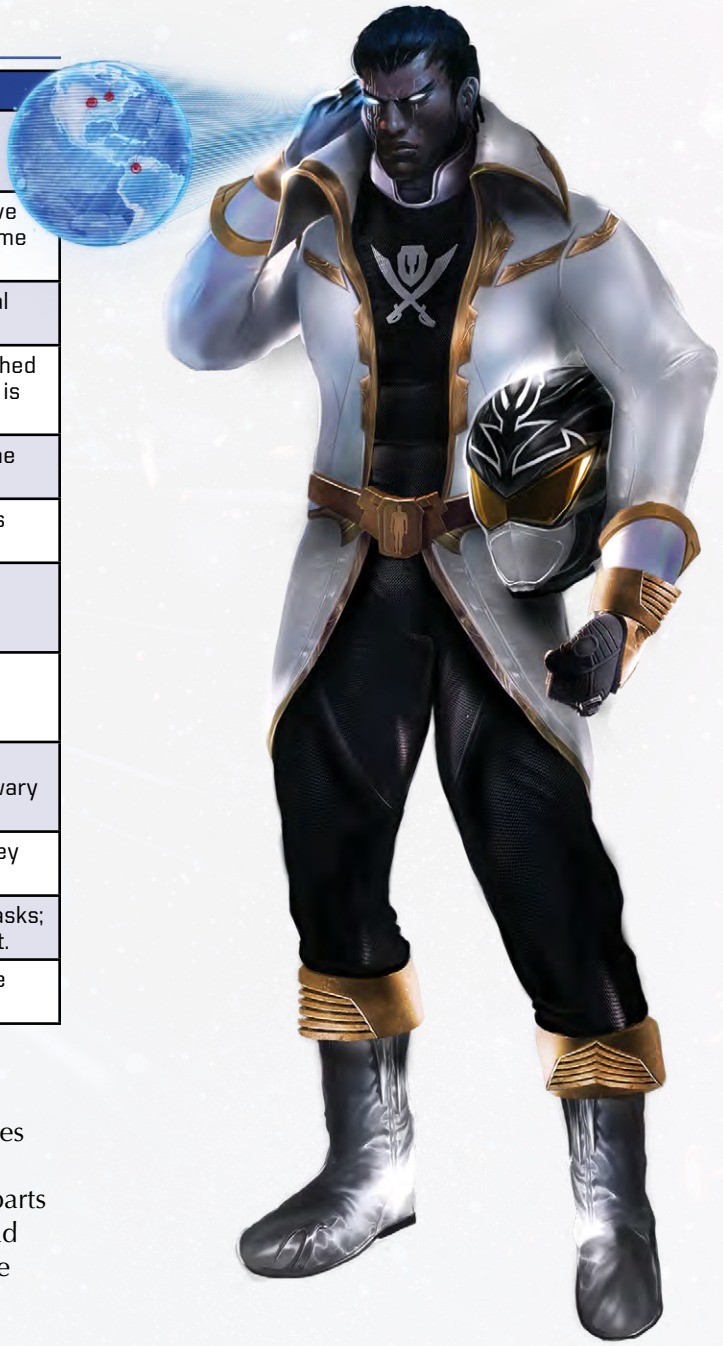
TABLE 2-2: AGENCY BOND

D12	BACKGROUND BOND
1	I made many friends through the agency, and they could call on me for help anytime.
2	There was one mission or task the agency gave me that I never accomplished, which bothers me to this day.
3	I hold other agency members to a higher moral standard than the non-affiliated.
4	My service record with the agency is untarnished and highly respected by my peers, but I feel it is undeserved.
5	I am still secretly under special orders from the agency's upper management officers.
6	I like it when others know about my affiliations with the agency.
7	My role with the agency was due to a familial tradition or legacy that I could not avoid if I wanted to.
8	There is a scandal at the agency's heart that has ruined its local reputation, and I'm directly involved.
9	One of my old colleagues blames me for their termination from the agency, and I'm always wary of their payback.
10	My loyalty to the agency is still strong, and they can ask a lot of me even now.
11	I lost a close friend performing the agency's tasks; I've never forgiven the agency leadership for it.
12	I have a lot of misdeeds from my time with the agency to make up for, and I plan to do so.

Augmented

Someone (or something) subjected you to a series of invasive bodily augmentations. Whether you were pumped full of chemical stimulants, had parts of your body replaced with artificial ones, or had your very genetic structure modified through the mysteries of super-science, you came out of the process different from before.

When you choose this Influence, work with your Game Master to decide how you became augmented. Are you the only example of the process's success? Do you owe some group or individual for what they did to you? Is the augmentation readily visible, making you stand out among others of your kind? Are you even aware something happened to you at all? We encourage you and your GM to build a narrative based on how this happened to your character.



INFLUENCE PERK

Your augments and enhancements grant you a bonus in one of three aspects. You may increase your Health by 1, gain a +1 to any one of your Defenses, or choose a Skill to gain a constant ↑1 when using it.

HANG-UP (MANDATORY)

The processes that augmented you had some unexpected side-effects that weakened you to certain substances, wavelengths, energy, or other stimuli. Choose one damage type from the list on pages 170–171 of the ***Power Rangers Roleplaying Game Core Rulebook***. You halve your Defenses (rounding up) when targeted by attacks or other effects that inflict that type of damage on you.

Unlike other Influences, you may choose Augmented multiple times, but you must choose a different Influence Perk benefit and Hang-Up type each time.

SUGGESTED CHARACTERISTICS

Choose an option below that describes the augmentation process you experienced or roll a d10 to randomly determine and compare your result to Table 2–3: Augment Process. You may also create a new approach by working with your GM.

TABLE 2-3: AUGMENT PROCESSES

D10	PROCESS TYPE
1	Alien Transplantation
2	Bionics/Cybernetics
3	Chemical Injections
4	Divine Blessing
5	Genetic Alteration
6	Magic/Paranormal
7	Mutation
8	Psionic Influence
9	Radiation/Energy Saturation
10	Unknown…You're Just *Different*

TABLE 2-4: AUGMENTED BOND

D12	BACKGROUND BOND
1	I will never let my augmented aspects make anyone feel inferior.
2	I am looking for a way to unlock more secrets about my augmentations.
3	I'm sure someone close to me was involved in how or why I was enhanced, but they won't tell me anything about it.
4	I have no idea where my augmentations came from or why, but I am dangerously curious about them.
5	My augmentations cause me to question if I would be good enough without them, and I try to show off my other abilities more to compensate.
6	I was lied to, and I am always searching for the real reason I received these augmentations.
7	I refuse to believe I am any different than others, even when others point out my advantages and disadvantages.
8	I find it hard to make close friends with others due to being altered.
9	I try to hide my augmentation from others; only my closest friends are allowed to know about my enhancements.
10	I believe I'm constantly being monitored, watched, and judged because of my augments.
11	I am afraid of my inherent weakness, almost to the point of an irrational phobia toward its sources.
12	There is a part of me that likes showing off my enhancements to my friends.

Destiny

A destiny, prophecy, or fated moment shapes your future, whether you like it or not. Even though you make your own choices and decisions in life, fate pulls strings to put you on the path of your destiny. You aren't alone, either: some people know of this destiny and either stand for its accomplishment or want to see it crushed. These people may know your destiny as foretold but not necessarily what part you play.

What your destiny entails depends on your place in time and space, how actively you plan to participate in it, and the needs of your game's narrative arc. This Influence interacts with the narrative arc and requires the GM to work with you on how exactly your character's destiny will become part of the overall story. While ultimately necessary for your character, fulfilling your destiny might not be the primary goal of the campaign, merely the reason you are involved with it.

INFLUENCE PERK

The forces of fate somehow direct and possibly protect you, helping shape your outcomes to better serve your greater destiny. Fate's fetters are reflected through a strange propensity toward things "just working out better" than they might have otherwise. Anytime you make a Skill Test, and the result on your d20 is a lower value than the maximum that could be rolled on your smallest Skill die, you may re-roll the d20, but you must accept the second result.

HANG-UP (MANDATORY)

Being a part of a greater destiny isn't all boon and benefit; it has many costs that come in many forms. Just as there are facets that predispose you toward victory and success, there are instances where fate needs you to fail in order to fulfill your destiny. Representing this occasional flux in your destined role, when you screw something up, you sometimes do so in a big way. Once per scene, the GM can spend 1 Story Point to turn a regular failure of yours on a Skill Test into a Fumble.

SUGGESTED CHARACTERISTICS

This Influence is more than just a way to add some neat tricks to your character; it is an excellent tool for players and GMs to integrate the character and their friends into a larger story. Before adding this Influence, talk with your GM and figure out what your destiny is supposed to be, how it will work with their narrative, and just how much you collectively want it to influence your Power Rangers campaign.

TABLE 2-5: DESTINY BOND

D12	BACKGROUND BOND
1	I know little about my so-called destiny and barely believe it.
2	My life has never been the same since I learned about my destiny.
3	I don't believe my destiny is just for me, and I want to incorporate my friends and team into how it will unfold.
4	I hate talking about the implications of destiny and fate. I wish I could be free from it.
5	I'm not sure this whole destiny concept is for me, but I could be convinced.
6	My place in the universe has been set in stone, and nothing I do will change that.
7	I can't keep my mouth shut about being special or having a destined future. I know my friends are tired of it, but I can't help it!
8	The person who explained my destiny to me left some critical pieces out and then vanished. I am always looking for answers.
9	I have a solemn duty to see this thing through, even if it means the end of me. I'm part of something bigger and shouldn't stand in the way.
10	I am not the first person to fill this role in our destiny; many before me have taken up that mantle and failed.
11	My research has shown that fate's plans for me are equally likely to be dark and disastrous as bold and beneficial.
12	I'm afraid of what will come of me if I fulfill my destiny, so I actively stall any intentional progress toward it.

Oathbound

You swore fealty and service to a greater ideal and loyally follow tenets associated with something greater than yourself. Upholding your word and oath strengthens your resolve and helps you find the perseverance to push through hardship and conflict.

Unlike a simple promise to serve, your oath holds legal or moral weight with you and the recipient of your servitude. You swore to serve a specific code of ethics or actions, and it's an integral part of you whether you like it or not. Even if you walked away from your oathbound duties, many of the aptitudes and ideals you relied upon within its service are at the core of your character.

INFLUENCE PERK

Your loyal service to the holder of your oath taught you a special brand of dedication and devotion. By staying in line with your sworn words, you draw strength of purpose that can sharpen your focus, redouble your efforts, and help overcome adversity. As long as you are acting in line with the concept of your oath, you can re-roll any single Skill die result of a natural 1 but must take the second result (the d20 is not a Skill die, you may re-roll the die or dice according to your Skill Rank).

HANG-UP

By swearing your allegiance and service to another, you willingly take on their enemies and hardships. These challenges may be in the form of unexpected enemies, stalwart rivals, challenges within your oath, or worse, based upon your GM's discretion. In general, this often means that if your oath attracts enemies, these become your team's enemies, too. Additionally, when you act contrary to your oath, you suffer ↓1 on Smarts- and Social-based Skill Tests.

SUGGESTED CHARACTERISTICS

You and your GM must come up with the organization, group, person, or ideal to which you have sworn your oath. Together, you should create the structure of your oath, and Table 2–6: Core Oath Concept offers general concepts for you to choose or roll 1d10 to randomly determine as a starting point for your oath. You may also create a new and uniquely styled oath by working with your GM on the wording to ensure it fits the story.

TABLE 2-6: CORE OATH CONCEPT

D10	I SWEAR TO...
1	...protect a person or people.
2	...protect a specific item or type of items.
3	...defend a place or type of place.
4	...seek out and confront a person or people.
5	...seek out and acquire a specific item or type of items.
6	...seek out and destroy a specific item or type of items.
7	...uphold an unusual moral code of ethics.
8	...spread an unusual moral code of ethics.
9	...work toward an epic singular goal.
10	...work to stop an epic singular goal.

For example, T.J. wants to create a younger, more good-hearted version of Dayne, the Sirian bounty hunter. Choosing this Influence to represent his Oath of Duty to the Huntsman Network and using result 4 from the table, T.J.'s new character is devoted to seeking out, confronting, and capturing interstellar criminals.

TABLE 2-7: OATHBOUND BOND

D12	BACKGROUND BOND
1	My service to my oath is public knowledge, and I am very proud of it.
2	I lost more than a few friends over my taking of the oath, and part of me regrets the decision.
3	I swore allegiance to the wrong people, and I work to uphold the ideal while undermining the corrupt members of my order.
4	I believe with all my heart that everyone I know and trust should join my benefactors and swear allegiance to them, too.
5	My oath comes with some unusual trappings, which are extremely important for me.
6	I don't care what others think or believe about my oath of service. It was my decision, and I stand by it.
7	My oath and the loyalty it taught me saved my life.
8	I have the words of my oath either tattooed on my body or etched onto my most prized possession.
9	It bothers me when friends speak or act against the tenets of my oath. I hope to forgive them, but I'm never sure I can.
10	My oath and how much it affects my everyday life is a private affair, even to my friends.
11	I regret nothing about swearing my oath, except that it seems my benefactors are liars.
12	I don't believe in the tenets of my oath anymore, but I'm afraid to break my word.

Royalty

You are a verified member of a royal group. Whether based upon your bloodline, a social arrangement such as marriage, or an earned position like a lordship granted through military service, you are part of a higher-class socio-political sect. You may or may not strongly believe in your royal values, but others do: your position is being watched, judged, and probably coveted, perhaps by your closest fellows and family members.

INFLUENCE PERK

Even if you aren't trying to climb some figurative socio-political ladder, your connection to a royal sect, group, or family gives you a surprising amount connections and power. When your royal status comes into play, you gain Edge on Wealth Tests and ↑1 on Persuasion Skill Tests.

HANG-UP

No matter how far removed from the throne, the crown, or the top of the pyramid you are in the royal line of succession, someone is waiting to make the most of your public failures. Rumors, gossip, and social media follow every public action you take. When you Fumble a Skill Test in public, the pressure of creating a scandal or misrepresenting your family imposes ↓1 on all Social Skill Tests. This penalty lasts until you get a Critical Success on any Skill Test, thus restoring your self-confidence and standing.

TABLE 2-8: ROYALTY BOND

D12	BACKGROUND BOND
1	I take great pride in my royal family connections, (over)sharing information about them with my friends.
2	I have no problem using my royalty, or at least the perceived power behind it, as a tool to get what I want in certain circumstances.
3	My parents are far more interested in my following in their footsteps than I am, and it often places them in the wrong places at the worst times.
4	Most people don't know about my royal background, except those who might be too eager to get me to lean into it more.
5	I uphold the family traditions with a stiff upper lip and maintain my family's reputation.
6	I don't care much for my royal brethren, but I see no problem using my connection to them to get my way here and there.
7	My royal background helped me to overcome a significant obstacle in my youth, so I hold it with a higher modicum of respect.
8	I can see the path to a position of power within the family. All I must do is focus time and effort on climbing that social ladder.
9	I generally walk a fine line between "familial black sheep" and "media meltdown scandal," and I'm weirdly okay with it.
10	My parents have forged many different royal relationships but recently did so at my own expense by setting me up with an arranged marriage to another royal.
11	I want to make people proud of my family.
12	I play nice with my family, but I wish they'd leave me alone when I'm away from home.

TABLE 2-9: SHIP'S CREW BOND

D12	BACKGROUND BOND
1	I love being part of a crew, and I consider my crew to be my family.
2	I secretly wanted to have a ship of my own, and my past is a constant reminder that I never really made it that far.
3	I take orders well enough, but not without giving a little lip or back-talk in response.
4	My duties as part of a greater crew are ultimately important to my self-esteem, and I take it extremely personally when the ship suffers any kind of setback.
5	I lost a close friend while following orders on that ship, and I've never quite forgiven the commander who ordered us into that situation.
6	I served on multiple ships, not because I wanted to, but because crewmates on board every vessel saw me as a bad luck charm.
7	I have many great stories to tell from my days on the ship's crew, and anyone willing to listen to me becomes my new best friend for the moment.
8	My first ship was lost in a scandalous journey, and I was fortunate to survive. I avoid discussing it because I can't remember what happened.
9	I delight in helping the ship's commanding officers and often serve as the go-between for those in charge and the rest of the crew.
10	I am a model crew member and hold myself to a higher standard.
11	I claim responsibility when my crew operates like a well-oiled machine, but I'm the first to point fingers elsewhere when it falls apart.
12	My former crew are not good people, and I will never forgive myself for what I did on that ship.

SUGGESTED CHARACTERISTICS

When choosing this Influence, you need to consider what your royal group or family might be and your connection to it. Are you a born royal? Did you enter by marriage? Do you have a title, a claim to the crown, or is all of it rather laughable considering who you are? Just because you have royal connections, whether in blood or on paper, you might not be considered special except by historians, mud-rakers, and those who want your power for themselves.

Ship's Crew

You have served time as a member of a vessel's crew, such as by sailing the vast blue seas, skimming along the dunes of an immense windblown desert, or navigating the abyss between the stars. You learned to do your part, serve your purpose, and keep your vessel operating as it should, whether on the job, in an academy, or by another method. You always feel at home when you are part of a large crew and a hierarchy, making you particularly good when it comes to teamwork and cooperation.

INFLUENCE PERK

Your training and focus on cooperative efforts and teamwork on a vessel shine in your skillset. While aboard a familiar ship, you gain Edge on all Driving and Technology Skill Tests with that vehicle. Additionally, while on the vessel, you can offer aid to your crewmates and Lend Assistance even if you are unskilled in the Skill in question.

HANG-UP

Following orders and chain of command were so important on ships you served on that you sometimes find it challenging to operate on your own or against the wishes of a supervisor or commanding officer. Whenever you directly violate orders, commands, or stipulations issued by a superior in your chain of command, you suffer ↓1 on non-Combat Skill Tests for the remainder of the scene.

SUGGESTED CHARACTERISTICS

You need to figure out what kind of vessel you were or are a crew member of, how exactly you served on that ship, and how it has shaped your life. Were you conscripted into a pirate ship? Did you start as an interstellar stowaway and earn your position in the roster? Or did you join your people's naval or interstellar forces? It is ultimately up to you how you came to be part of the crew and if it is still a part of your life.

Advanced Spectrum Roles

The powers of the Morphin Grid are as mighty and vast as the universe. Rangers representing the Spectrum's central colors protect most worlds, times, and dimensions, but exceptional dangers call for Advanced Spectrum colors and Roles. Secrets upon secrets flow through the Grid, revealing themselves only as needed.

This chapter introduces three new Advanced Spectrum Roles: the Gold Ranger, the Silver Ranger, and the Phantom Ranger. Players can access these new Roles with either new or existing characters.

In game terms, existing characters can take on an Advanced Spectrum color by choosing the Spectrum Shift General Perk on page 98 of the ***Power Rangers Roleplaying Game Core Rulebook***. When a player does this, they may trade Levels of their Ranger Spectrum color for an equal amount of advancement in one of the Advanced Ranger Spectrum roles. To make a new character with an Advanced Spectrum Role, that character must have an Origin that offers a General Perk at character creation (or special allowance by your GM).

TABLE 2-10: ADVANCED RANGER SPECTRUM ADDITIONS

ENERGY COLOR	DESCRIPTION	ESSENCE ADJUSTMENTS	POWER CAPACITY GROWTH
Gold	A stalwart warrior of the team and a shining example of an unyielding defense	+2 Strength and +1 Social	Slow
Silver	A weapon master who focuses the power of the Morphin Grid directly into their armaments	+2 Speed and +1 Smarts	Fast
Phantom	A mysterious, stealth-based warrior who serves the Morphin Masters	+1 Strength, +1 Speed, and +1 Smarts	Moderate

Gold Ranger

The Gold Ranger's radiant energy exists between the Black Ranger's stalwart nature and the Red Ranger's noble leadership. Fearless warriors that stand in the way of danger, Gold Rangers protect their part of the universe and their teammates. Gold Rangers make excellent leaders and defenders, rising to overwhelming challenges as a shining beacon of hope.

Infusing a Power Ranger with the Role of the Gold Ranger is the Morphin Grid's way of turning a regular warrior into the foundation stone of the team. The Morphin Grid can only support one or two Gold Rangers at any given time, making this one of the rarest roles.

PROTECT THE TEAM

Many of a Gold Ranger's abilities allow them to take surprising amounts of punishment in a fight. They commonly use this boundless tenacity to absorb attacks and take the hits for their team. A Gold Ranger wades into battle, careless of danger, knowing that every strike that sparks off their shell or armor is one less hit their friends might take.

BRAVERY PERSONIFIED

The Morphin Grid's empowerment to make Gold Rangers tougher than your average Power Ranger gives the Gold Ranger confidence to face any danger. Like one of King Arthur's knights of Camelot, a Gold Ranger does not waver against any threat and will never back down when it counts. Such selfless bravery does not go unnoticed; a Gold Ranger's teammates often feel emboldened and encouraged no matter how high the stakes.

A SHINING EXAMPLE

When candidates accept the Morphin Grid's Gold energy into their Ranger form, they take on the responsibility of becoming the protective hub of their team. The Gold Rangers often crave the spotlight, attract attention to themselves, and weather any storm their provocative attitude might

TABLE 2-11: THE GOLD RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	HARDENED ARMOR	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	Hardened Armor, It's Morphin Time!, Zord	2	+1	+2	—	—	+1
2nd	Golden Guardian	2	+1	—	—	—	+1
3rd	Zord Feature	2	+1	—	+1	—	—
4th	General Perk	2	+2	—	—	+1	—
5th	Extra Attack	4	+2	+1	—	—	—
6th	Grid Power, Zord Feature	4	+2	—	—	—	+1
7th	Stand Behind Me!	4	+2	—	+1	—	—
8th	General Perk	4	+3	—	—	+1	—
9th	Counterstrike	6	+3	+1	—	—	—
10th	Zord Feature	6	+3	—	—	—	+1
11th	Grid Power, Resilience	6	+3	—	+1	—	—
12th	General Perk	6	+4	—	—	+1	—
13th	Multi-Counter	8	+4	+1	—	—	—
14th	Zord Feature	8	+4	—	—	—	+1
15th	Extra Attack (2)	8	+4	—	+1	—	—
16th	General Perk, Grid Power	8	+5	+1	—	—	—
17th	Zord Feature	10	+5	—	—	—	+1
18th	Splinter Defense	10	+5	+1	—	—	—
19th	General Perk	10	+5	—	—	—	+1
20th	Gold Ranger Prime	10	+5	+1	—	—	—

attract. Subtlety is not the way of the Gold Ranger, but they also need to be careful not to let the attention go to (or take off) their head!

SPECTRUM ROLE FEATURES

As a Gold Ranger, you gain the following:

Power

Personal Power Regeneration: 2 per day

Personal Power Capacity: +2 per 5 Levels

Training

Armor: Light, Medium, and Heavy Armor

Skill Ranks: +1 Athletics, +1 Might, +1 Persuasion

Grid Equipment

You start with your possessions from your pre-Morphin life and gain the following items from the Morphin Grid. Those marked with an asterisk are only available when Morphed.

- Personal Communicator
- Morpher
- Laser Blaster*
- Versatile Power Weapon*
- May trade the two Power Weapon options above for a Golden Power Staff*

IT'S MORPHIN TIME!

Starting at 1st level, you can summon the energy within you by using your Power Morpher and saying the words "It's Morphin Time!" as a Standard action. Morphin Grid energy envelopes you, giving you a stylized shell of Grid energy that serves as your armor, and grants you access to your Power-based weapons, and many other abilities that require Power to activate.

While Morphed, the following traits and features apply:

- You gain a Toughness bonus depending on your Armor Proficiency: Light (+1), Medium (+2), Heavy (+4), Ultra-Heavy (+6).
- You triple all your Jump distance maximums.
- As a Free action, you can summon a Power-based or Laser-based weapon to your hands.
- When reduced to 0 Health, you may choose to avoid Defeat by automatically returning to your natural form, unconscious, at 1 Health.

HARDENED ARMOR

A Gold Ranger's armored shell, even at 1st level, is more durable than that of any other Power Ranger. Starting at 1st level, your Toughness Defense increases while Morphed. The bonus found in Table 2-11: Gold Ranger rises as you gain more experience in this Role.

Additionally, after suffering a damage type other than Blunt or Sharp, you gain Resistance to that damage type (attacks that deal that damage type have a Snag, and you reduce damage by half when the effect is unavoidable) for the remainder of the scene. Resistance from Hardened Armor applies to each damage type.

For example, Elizabeth's Gold Ranger Vatra suffers Fire damage in one turn, so she gains resistance to Fire damage for the rest of the scene. In the next turn, she takes Energy damage, so she has resistance to Fire and Energy damage until the end of the scene.

ZORD

At 1st level, you have access to a powerful construct based on your Power Ranger team. These are the various Zords, Borgs, and Power vehicles that the Rangers summon to aid them in battle. When piloting this personal Zord, you cannot suffer Snags while

making Skill Tests using the Driving Skill. Rules and statistics for Zords start on page 131 of the ***Power Rangers Roleplaying Game Core Rulebook***.

Gold Ranger Zords

What shape a Gold Ranger's Zord takes depends on their Power Ranger Team. Examples of previously chosen Zords are:

- *Mighty Morphin Power Rangers*: Quantusaurus, Gold Drago
- *Power Rangers Zeo*: Pyramidas
- *Samurai Rangers*: Claw Zord

Zord Feature

Upon reaching 3rd level, and again at 6th, 10th, 14th, and 17th levels, a Ranger's connection and proficiency with their Zord has evolved to a place where their abilities are stronger and more powerful. Each time a Gold Ranger acquires this Role Perk, they may choose from the list of available Zord Features to apply to their Zord.

GOLDEN GUARDIAN

Upon reaching 2nd level, protecting your fellow teammates is instinctive. If an attack hits an adjacent ally, you can spend 1 Personal Power to intercept the attack and take the hit yourself. Golden Guardian cannot change whether the attack hits, misses, inflicts damage, is a Critical Success, or the like; you take all the effects caused by the attack.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can personalize your Ranger by adding a General Perk for which you meet the prerequisites.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 15th level.

This Role Perk only functions while Morphed and fighting as an individual.

GRID POWER

Upon reaching 6th level, and again at 11th and 16th levels, you expand your understanding and connection to the Morphin Grid. Each time you acquire this Role Perk, choose a Grid Power for which you meet the requirements for to add to your Ranger.

STAND BEHIND ME!

At 7th level, you stand as a shining beacon of your team's battle against evil. At the beginning of any round when Morphed, you can spend 1 Personal Power to force all enemies within 60 feet of you to target you in their attacks unless they succeed at a **DIF 14 Alertness Skill Test**.

COUNTERSTRIKE

Beginning at 9th level, the Gold Ranger has mastered the art of making their enemies pay for attacking the Ranger's teammates. While Morphed, if you call upon the Golden Guardian Role Perk, you may immediately make a single attack against the foe who attacked your teammate.

RESILIENCE

Upon reaching 11th level, your ability to stand firm against the enemies of your team makes you far more resistant to damage when you willfully defend against it. While Morphed, when targeted by an attack you are aware of, you may spend 1 Personal Power and roll your Athletics Skill die. Add the Skill die result to all your Defenses until the start of your next turn.

MULTI-COUNTER

As of 13th level, you become a golden sentinel for adjacent allies. When you activate your Golden Guardian Role Perk, you can intercept any number of attacks targeting adjacent allies, such as from a villain who can make multiple attacks or attack multiple targets in a round. You may Counterstrike for each strike you intercept.

SPLINTER DEFENSE

At 18th level, your Golden Ranger shell is so dense and durable that any creature that successfully hits you with a melee Attack automatically suffers an Initiative penalty equal to your hardened armor Role Perk bonus. This Role Perk can only affect each target once per combat scene.

GOLD RANGER PRIME

At 20th level, you have become the most advanced version possible of your team's Gold Ranger. Your Morphed form gains the following benefits:

- You gain +2 to all Defenses
- An additional point of damage on Megaform Zord Attacks your Zord is part of
- Edge on Strength Skill Tests

Silver Ranger

Silver energy flows through the Morphin Grid, seeking to infuse candidates with an extraordinary symbiosis between a Ranger and their Grid constructs. All Power Rangers utilize Grid constructs as their signature weaponry, but a Silver Ranger enjoys a more fluid relationship with the Morphin Grid to create whatever they need when they need it.

With their power over Grid constructs, Morphin Grid scholars consider Silver Rangers a weapon wielded by the Morphin Grid itself. Silver Rangers come in several personalized and scenario-specific varieties. From the aptly named Silver Space Ranger and Beast Morphers Silver to the Titanium Ranger and Lunar Wolf Ranger, these titles represent the same Advanced Spectrum infusion. Even the time-traveling Nova Ranger hails from the Morphin Grid Spectrum's Silver energy.

PERFECT TOOL FOR THE JOB

Silver Rangers are jacks of all trades, embracing the Morphin Grid's flexibility to solve a problem or overcome an obstacle. The same goes for having the right weapon for the enemy standing against them—a Silver Ranger urges the Morphin Grid to create the best way to defeat evil and defend the innocent.

TEAM PLAYER OR NOT?

Like their Green and White colleagues, Silver Rangers are excellent additions to Power Ranger teams but often tend to work alone. Akin to how the Silver Ranger calls on the right tool for the job, Champions of the Morphin Grid call out for their Silver Ranger allies when the time is right. Nothing keeps a Silver Ranger from staying with a team following the call to duty, but it often seems they fade away shortly after the threat is dealt with unless they feel the team needs them around.

ALWAYS A SILVER RANGER

While there may not be a Silver Ranger on every Power Ranger team across time and space, at least one candidate exists in each corner of the universe and every dimension. When the time is right, the Grid connects the Silver energy to a candidate and sends them to other Rangers' aid.

TABLE 2-12: SILVER RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	GRID SURGES	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Zord, Power Heal (1)	2	0	—	+2	+1	—
2nd	Danger Sense, Grid Surge	2	2	—	—	+1	—
3rd	Zord Feature, Power Boost (+1 damage)	2	3	+1	—	—	—
4th	General Perk	4	3	—	—	—	+1
5th	Extra Attack	4	4	—	+1	—	—
6th	Grid Power, Zord Feature	4	4	—	—	+1	—
7th	Duty of the Silver, Power Heal (2)	6	4	+1	—	—	—
8th	General Perk	6	5	—	—	—	+1
9th	Power Adaptation I	6	5	—	+1	—	—
10th	Power Boost (+2 damage), Zord Feature	8	5	—	—	+1	—
11th	Grid Power	8	6	+1	—	—	—
12th	General Perk	8	6	—	—	—	+1
13th	Power Heal (4)	10	6	—	+1	—	—
14th	Zord Feature	10	7	—	—	+1	—
15th	Extra Attack (2)	10	7	+1	—	—	—
16th	General Perk, Grid Power	12	7	—	+1	—	—
17th	Power Boost (+3 damage), Zord Feature	12	8	—	—	+1	—
18th	Power Adaptation II	12	8	—	+1	—	—
19th	General Perk	14	8	—	—	+1	—
20th	Silver Ranger Prime	14	9	—	+1	—	—

SPECTRUM ROLE FEATURES

As a Silver Ranger, you gain the following:

Power

Personal Power Regeneration: 4 per day

Personal Power Capacity: +2 per 4 Levels

Training

Armor: Light and Medium Armor

Skill Ranks: +1 Finesse, +1 Targeting, +1 Technology

Grid Equipment

You start with your possessions from your pre-Morphin life and gain the following items from the Morphin Grid. Those marked with an asterisk are only available when Morphed.

- Gridwide Communicator
- Morpher
- Any Melee Power Weapon*
- Ranged Power Weapon*
- May trade the two Power Weapon options above for a Silverizer*

IT'S MORPHIN TIME!

Starting at 1st level, you can summon the energy within you by using your Power Morpher and saying the words "It's Morphin Time!" as a Standard action. Morphin Grid energy envelopes you, giving you a stylized shell of Grid energy that serves as your armor, and grants you access to your Power-based weapons, and many other abilities that require Power to activate.

While Morphed, the following traits and features apply:

- You gain a Toughness bonus depending on your Armor Proficiency: Light (+1), Medium (+2), Heavy (+4), Ultra-Heavy (+6).
- You triple all your Jump distance maximums.
- As a Free action, you can summon any single Power-based weapon to your hands.
- When reduced to 0 Health, you may choose to avoid Defeat by automatically returning to your natural form, unconscious and at 1 Health.

ZORD

At 1st level, you have access to a powerful construct based on your Power Ranger team. These are the various Zords, Borgs, and Power vehicles that the Rangers summon to aid them in battle. When piloting this personal Zord, you cannot suffer Snags while making Skill Tests using the Driving Skill. Rules and statistics for Zords start on page 131 of the ***Power Rangers Roleplaying Game Core Rulebook***.

Silver Ranger Zords

What shape a Silver Ranger's Zord takes depends on their Power Ranger Team. Examples of previously chosen Zords are:

- *Mighty Morphin Power Rangers*: Titanozord
- *Space Rangers*: Mega Winger
- *Lightspeed Rescue*: Max Solarzord

Zord Feature

Upon reaching 3rd level, and again at 6th, 10th, 14th, and 17th levels, a Ranger's connection and proficiency with their Zord has evolved to a place where their abilities are stronger and more powerful. Each time a Silver Ranger acquires this Role Perk, they may choose from the list of available Zord Features to apply to their Zord.

POWER HEAL

One of the first things a Silver Ranger learns is to call on the Morphin Grid to repair their Morphed form in the heat of battle. At 1st level, you can spend Personal Power as a Free action to heal yourself for 1 Health per point of Personal Power spent. The amount of Health recovered per point of Personal Power spent using this Role Perk increases to 2 Health at 7th level and finally to 4 Health at 13th level.

DANGER SENSE

Silver Rangers develop sharp eyes and quick reflexes when working alone. At 2nd level, you

hone your senses for self-preservation beyond that of a typical Ranger. You gain ↑2 to your Alertness Skill Tests, have Edge on Skill tests to avoid traps and ambushes, and re-roll 1s and 2s on Initiative Skill dice.

GRID SURGE

Upon reaching 2nd level, you learn how to channel Grid energies to create something helpful directly into your hands. As a Standard action while Morphed, you can activate a Grid Surge as many times per day as shown in Table 2–12: Silver Ranger. You may choose one of these four effects each time you activate this perk.

- You can create a temporary construct that is a tool or item needed at the moment that lasts for one hour. When you create the object, choose one Skill. The construct tool grants you Edge on Skill Tests with the selected skill.
- You can change the shape and type of your Power Weapon until you leave your Morphed form, such as changing a light dagger to a versatile staff or a two-handed trident.
- You can increase your Morphed form's armor bonus to Toughness Defense by 1 for 1d6 × 10 minutes. You can choose this multiple times, up to a +3 cumulative bonus.
- You can speed up the arrival of any Zords currently en route to the scene by 1 round. You can choose this multiple times in the same scene.

POWER BOOST

Starting at 3rd level, you can call upon the Grid to boost your Power Weapon attacks. As a Free action, you may spend two Personal Power to activate this perk. While active, you inflict an additional point of Energy damage with each Power Weapon attack. This bonus Energy damage increases to two points at 10th level and three at 17th level.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can personalize your Ranger by adding a General Perk for which you meet the prerequisites.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 15th level. This Role Perk only functions while Morphed and fighting as an Individual.

GRID POWER

Upon reaching 6th level, and again at 11th and 16th levels, you expand your understanding and connection to the Morphin Grid. Each time you acquire this Role Perk, choose a Grid Power for which you meet the requirements for to add to your Ranger.

DUTY OF THE SILVER

At 7th level, the Morphin Grid calls upon the Silver Ranger as much as the Silver Ranger calls upon it. You can spend one of your Grid Surges and 2 Personal Power to instantly teleport to the closest concentration of Power Rangers on that dimension or timeline. Additionally, you gain the Heavy Armor proficiency automatically. If you already have the Heavy Armor proficiency, you gain the Ultra-Heavy Armor proficiency instead.

POWER ADAPTATION

At 9th level, and then again at 18th level, your Morphed form evolves in new ways. Choose one of the following improvements on Table 2–13: Power Adaptations to your Morphed form; each requires Personal Power to activate.

TABLE 2-13: POWER ADAPTATIONS

NAME	COST	EFFECT
Boost of Speed	1 Personal Power	Increase Movement by 20 feet for 1d6 minutes.
Crushing Strength	1 Personal Power	Gain ↑2 to all Athletics and Brawn Skill Tests for 1d6 minutes.
Striking Hands	1 Personal Power	Gain ↑1 to your unarmed Attacks for 1d6 minutes.
Fast Trigger	2 Personal Power	Make one additional ranged Attack per Attack action for the next 1d6 combat rounds.
Regenerating Shell	2 Personal Power	Restore 1 Health at the end of each of your turns for 1d6 turns.

SILVER RANGER PRIME

At 20th level, you have become the most advanced version possible of your team's Silver Ranger. Your Morphed form immediately gains the following benefits:

- You gain +2 to all Defenses
- You deal an additional point of damage on all Attacks in the first turn of a combat scene.
- Enemies suffer Snag when attacking your Willpower Defense.

Phantom Ranger

Born of a project to explore the Morphin Grid in the time of the Morphin Masters, the Phantom Rangers are a force to be reckoned with if they appear in your time and space. What began as creating a new kind of armor to explore the Morphin Grid became something much more, as the mysterious ranks of the Phantom Rangers learned they weren't simply mapping where the Grid led them but also the when.

Upon discovering Dark Specter and other insidious apparitions of evil within the Grid itself, the first Grid explorer, the Morphinaut, unexpectedly set in motion the events that would later create the secret sect of Phantom Rangers. Armed with special equipment and training, these special agents are pushed, pulled, called, and hurled through the dimensions of space and time in their never-ending battle against the machinations of dark spirits on the Morphin Grid.

SERVANTS OF THE MASTERFORGE

The Phantom Rangers are not a structured collective or policing agency. They are agents of the Masterforge, performing the prescribed duties of the Morphin Masters. No one has determined where the Phantom Rangers get their instructions from, but they always appear precisely when and where they are needed most.

The Grid deploys Phantom Rangers to the places and times where they can make an impact, even if the Phantom Rangers themselves aren't always sure how or why they the Grid sent them. Many Power Rangers and Morphin Grid scholars believe that the Phantom Rangers' various calls to action might be carved into reality by the Masterforge itself.

GHOSTS IN THE GRID

From the initial empowering of the first Phantom Suite of armor and powers, the Morphin Masters discovered the existence of entities within the Morphin Grid that represent the antitheses of the light of the Morphin Grid, spirits of personified darkness. One amongst them, the Dark Specter (who would later become the Grand Monarch of Evil), drew his entire world of Infernus into the war for control over the Morphin Grid energy spectrum.

Beings of darkness trying to claim the light, Dark Specter and his ilk do so primarily by inserting themselves and their villainous agents throughout time and space. When they do, they can strike at the hearts of the Morphin Grid champions during moments of weakness. The universe remains safe from Dark Specter's machinations only through the actions of valiant Power Rangers and the Phantom Rangers among them.

WHEREVER, WHENEVER, HOWEVER

To wage the Morphin Masters' eternal war against the opportunistic United Alliance of Evil, the Phantom Rangers adapted their tactics to the enemy. These enigmatic Power Rangers appear through the

TABLE 2-14: PHANTOM RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	BURST SPEED	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Phantom Ship, Phantom Suite (+2)	2	—	+1	+1	+1	—
2nd	Follow Through	2	5 feet	—	—	+1	—
3rd	Ship Feature	3	5 feet	—	—	—	+1
4th	General Perk	3	10 feet	—	+1	—	—
5th	Extra Attack, Mending the Grid	4	10 feet	+1	—	—	—
6th	Ageless Knowledge, Grid Power, Ship Feature	4	15 feet	—	—	+1	—
7th	Phantom Suite (+3)	5	15 feet	—	—	—	+1
8th	Body of Energy, General Perk	5	20 feet	—	+1	—	—
9th	Unseen Strike	6	20 feet	+1	—	—	—
10th	Phantom Focus I, Ship Feature	6	25 feet	—	—	+1	—
11th	Grid Power	7	25 feet	—	—	—	+1
12th	General Perk, Phantom Suite (+4)	7	30 feet	—	+1	—	—
13th	Extra Attack (2)	8	30 feet	+1	—	—	—
14th	Ship Feature	8	35 feet	—	—	+1	—
15th	Phantom Focus II	9	35 feet	—	—	—	+1
16th	General Perk, Grid Power	9	40 feet	+1	—	—	—
17th	Phantom Suite (+5), Ship Feature	10	40 feet	—	—	+1	—
18th	Through the Arches	10	45 feet	+1	—	—	—
19th	General Perk	11	45 feet	—	—	+1	—
20th	Phantom Ranger Prime	11	50 feet	+1	—	—	—

Morphin Grid across time and space to balance the scales of light versus darkness. Sometimes they phase into the activities of a Power Ranger team to lend their aid for one decisive combat, for an extended time to battle the darkness, or perhaps even just to pass the torch on to the next Ranger fated to earn the Phantom Suite of armor and powers, and responsibilities that come with it.

There are tales of Phantom Ranger involvements engraved in the annals of Morphin Grid history that range from discovering Dark Specter's release from imprisonment, attempting to prevent the adoption of a young Rita Repulsa by Master Vile, finding Zordon after Divatox kidnapped him, and becoming involved other vital events. Phantom Rangers must trust the Masters' wisdom as a Phantom Ranger's duties sometimes make little sense at the time.

The Masterforge and the Morphin Masters ensured that even if evil forces their attentions elsewhere or elsewhen, the Phantom Rangers remain ready to deploy to anywhere and anytime. Phantom Rangers are one of the Morphin Grid's best-kept secrets and one of its finest honed weapons against the darkness.

SPECTRUM ROLE FEATURES

As a Phantom Ranger, you gain the following:

Power

Personal Power Regeneration: 3 per day

Personal Power Capacity: +1 per 3 levels

Training

Armor: Light and Medium Armor

Skill Ranks: +1 Athletics, +1 Finesse, +1 Culture

Grid Equipment

You start with your possessions from your pre-Morphin life and gain the following items from the Morphin Grid. Those marked with an asterisk are only available when Morphed.

- Gridwide Communicator
- Phantom Key/Focus
- Phantom Laser*

IT'S MORPHIN TIME!

Starting at 1st level, you can summon the energy within you by using your Power Morpher and saying the words "It's Morphin Time!" as a Standard action. Morphin Grid energy envelopes you, giving you a stylized shell of Grid energy that serves as your armor, and grants you access to your Power-based weapons, and many other abilities that require Power to activate.

While Morphed, the following traits and features apply:

- You gain a Toughness bonus depending on your Armor Proficiency: Light (+1), Medium (+2), Heavy (+4), Ultra-Heavy (+6).
- You triple all your Jump distance maximums.
- As a Free action, you can summon a Power-based or Laser-based weapon to your hands.
- When reduced to 0 Health, you may choose to avoid Defeat by automatically returning to your natural form, unconscious and at 1 Health.

PHANTOM SHIP

Advanced Spectrum Rangers' duties to protect the Morphin Grid carry expectations above those of the typical Spectrum. For many, this means a specialized Zord, but a Phantom Ranger gains access to their Phantom Ship at 1st level. The Phantom Ship is a mobile base of operations that travels across space and takes on mighty threats.

Despite being more of a traditional vehicle than a typical Zord, the Phantom Ship still follows all the same rules and statistics surrounding Zords found in the section starting on page 131 of the ***Power Rangers Roleplaying Game Core Rulebook***. All rules and references to Zords also apply to the Phantom Ship. When piloting the Phantom Ship, you cannot suffer Snags when using the Driving Skill.

Ship Feature

Upon reaching 3rd level, and again at 6th, 10th, 14th, and 17th levels, a Phantom Ranger's connection and proficiency with their Phantom Ship strengthens and evolves. Each time your Phantom Ranger gains this Role Perk, they may choose from the list of available Zord Features and apply it to their Phantom Ship.

PHANTOM SUITE

Phantom Rangers get their name from the suite of powers, tools, armor that allow them to appear as an apparition that can vanish from view, becoming an outline of shimming translucency. At 1st level, this Role Perk allows you, while Morphed, to spend 1 Personal Power to become semi-invisible. You remain in this semi-invisible state until you take damage from an Attack against your Evasion Defense. While the Phantom Suite is active, you gain ↑1 and Edge to all Infiltration (Stealth) Skill Tests and a +2 bonus to your Evasion Defense. Additionally, your semi-invisibility Evasion Defense bonus increases as you gain Role levels, increasing to +3 at 7th, +4 at 12th, and +5 at 17th level.

FOLLOW THROUGH

Upon reaching 2nd level, the Phantom Ranger gains specialized techniques for hit-and-run attacks. While Morphed and fighting as an individual, the first time each round you Defeat an enemy target with a Might or Finesse Attack Skill Test, you may move a distance equal to your Burst Speed (see Table 2–14: Phantom Ranger) and immediately make the same Attack against another target. Your Burst Speed Movement ignores all obstacles, enemies, and rough terrain and increases as you increase in Role Level. To the naked eye, this movement almost seems like the Phantom Ranger is blinking in and out of existence or time, and, at higher Role Levels, you are!

GENERAL PERK

When you reach 4th level, and again at 8th, 12th,

16th, and 19th level, you can personalize your Ranger by adding a General Perk for which you meet the prerequisites.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level. This Role Perk only functions while Morphed and fighting as an individual.

MENDING THE GRID

Upon reaching 5th level, Phantom Rangers see the changes their actions have made to strengthen, mend, and ward the fabric of the Morphin Grid. Despite cryptic missions and strange orders, your confidence that your every effort matters grows, even if only you and the Masters see the fruits of this labor. You may now spend a Story Point to re-roll any failed Skill Test (instead of just results of 1), and when you do so, the re-rolled Skill Test gains a ↑2 bonus!

GRID POWER

Upon reaching 6th level, and again at 11th and 16th levels, you expand your understanding and connection to the Morphin Grid. Each time you acquire this Role Perk, choose a Grid Power for which you meet the requirements for to add to your Ranger.

AGELESS KNOWLEDGE

At 6th level, a Phantom Ranger gains access to the seemingly limitless data compiled from the various eras, alternate dimensions, and anywhere the Phantom Rangers are called to serve. This Role Perk represents your access to these pieces of information as needed. By spending 1 Personal Power and a Free action to tap into the Phantom energy data, even when not Morphed, you may remove the unskilled penalty from any single kill for 1 minute.

BODY OF ENERGY

When you reach 8th level as a Phantom Ranger, your body transforms almost entirely into Grid Energy when you Morph into your Phantom Suite. Narratively, when you are injured, and an injury pierces your Phantom Suite armor, you leak pure Grid Energy into the air as a steady, prismatic seepage.

While Morphed, your Health and Personal Power points are interchangeable, becoming one pool of Personal Power. When you spend or lose Health or

Power for any reason, you reduce your combined pool accordingly. When you exit your Morphed form for any reason other than being Defeated, your Health and Personal Power return to a value equal to half of your remaining combined pool points.

UNSEEN STRIKE

At 9th level, you have learned how to improve your fighting abilities by incorporating your Phantom Suite's stealth advantages. On your first Attack Skill Test each turn while your Phantom Suite is active, the target halves (rounding up) their Evasion Defense against the Attack, making it much easier to get a Critical Success or additional degrees of success against your target!

PHANTOM FOCUS

By 10th level, you've learned to customize your Morpher, the Phantom Key or Phantom Focus, for the challenges of mending the Grid anywhere and at any time.

First at 10th level, and then again at 15th level, you may choose one of the following Phantom Focus abilities to augment your Morphed form permanently. You can only select any single ability once.

- **Boosted Vigor:** The sheer power within your Phantom Key or Focus saturates every cell in your body when you tap into it. While Morphed, you gain 3 Temporary Health. When you exit your Morphed form, these additional Health disappear.
- **Healing Light:** By focusing Power through your Phantom Key or Focus to mend, you may spend 1 Personal Power and 1 Health to heal 2d2 Health to any target. Alternatively (or in addition), you may spend 1 Personal Power and 1 Health to remove all current poisons and adverse Conditions from the target.
- **Multiversal Pocket:** While Morphed, you have access to a small, 10 foot × 10 foot extradimensional storage pocket. As a Standard action, you can reach in and deposit or remove any non-living object you wish from this personal pocket void. The pocket exists outside of time and space, and items deposited within are held in stasis. This stasis freezes objects in time and prevents decay or spoilage. The pocket void immediately forces out any living thing you attempt to store in it.
- **Phase Defense:** Your Phantom Suite bends time and space as much as it bends light around you. When your Phantom Suite Role Perk is active, you also apply its Evasion Defense bonus to your Toughness Defense.
- **Ship Integration:** While piloting your Phantom Ship, you connect your Phantom Key or Focus make the vessel part of your Phantom Suite. While integrated, you may spend 1 Personal Power to allow your Phantom Ship (while you are piloting it) to use your Phantom Suite and Unseen Strike Role Perks.

THROUGH THE ARCHES

At 18th level, you have become one of the Morphin Grid's Phantom Ranger champions and easily travel across time and space. In the times of the Masterforges, travel into and out of the Morphin Grid required special gates called Arches. You have updated your suit to work like the Arches of ancient lore. By spending 2 Personal Power, you and your ship can pass "through the Arches," vanishing in a flash of dazzling light and reappearing within 30 feet of any object, person, or place integrated with Morphin Grid energy. When you pass through the Arches in this way, you usually have control over where and when you appear, but the Grid works in mysterious ways.

You can take other beings with you, provided they are physically touching you and capable of spending the same amount of Personal Power that you do. While you are accustomed to traversing across the Morphin Grid between realities, others are not. Characters who travel with you and do not have this Role Perk arrive befuddled by the transfer and suffer Snag on all Skill Tests for 1 minute after arrival.

PHANTOM RANGER PRIME

At 20th level, you have become the most advanced version possible of the hidden Morphin Grid's faction of Phantom Rangers. Your Morphed form immediately gains the following benefits:

- +2 to all Defenses
- Deal 1 extra point of damage (choose type when you hit) on unarmed Attacks
- Edge on Skill Tests when using a Grid Power

Expanding Skills for Space

Just as Earth-bound ***Power Rangers Roleplaying Game*** campaigns use Skill Tests to determine what happens when there's a chance for an exciting

success or failure, the 21 Skills at the core of the Essence20 Roleplaying System do the same in space. Most Skills work in new ways, such as the Technology Skill now applying to ships or the Culture Skill helping bridge differences between species. These new uses for Skills come with new Specializations specific to interstellar challenges.

This section expands the existing Essence20 Roleplaying System Skill list for use in interstellar stories. Each Skill entry explains how to use the Skill in space adventures and what kind of characters value each Skill, and most Skills have new Specializations.

There is much at stake when traveling the stars, exploring distant planets, and interacting with the cosmos. This section helps Power Rangers do so more effectively, so they can survive to continue their battle against evil!

Strength Essence Skills

The following are the space and extraplanetary environment Strength Essence Skills with suggested Specializations.

ATHLETICS

This Skill represents a character's practiced and trained physicality, including climbing, jumping, and other ways to explore and traverse the environment using Strength. Whether your character is moving in lower or higher gravity areas, clambering around in ship maintenance ducts, or moving carefully during a spacewalk to avoid freefalling into the void, Athletics is the Skill for you.

Sample Specializations

- **Alt-Gravity:** Training to adjust your movements for higher or lower gravities than your everyday environment, such as controlling your leaps in a low-gravity environment or withstanding the crushing force of high gravity. Explorers, diplomats, and anyone who regularly travels to new planets may find this Specialization valuable.
- **Spacewalk:** The practiced motions, applied inertia, and physical adjustments one must make when moving around as an individual in the vacuum of space. This Specialization applies whenever your character is out in space (commonly with a tether or gravity boots). It's an excellent choice for engineers who find themselves repairing ships from the outside, bold characters who want to leap from ship to ship, or anyone else who finds themselves in the vacuum of space.

BRAWN

As a measure of a character's raw strength and stamina, the Brawn Skill remains unchanged in use and Specializations.

INTIMIDATION

Intimidation works similarly in space as it does on Earth, even if you're staring down (or up!) at a four-armed foe who doesn't share the same body language. Intimidation may work slightly differently depending on cultural norms on a given planet, but nobody wants to mess with the roughest Ranger in the room! The Intimidation Skill remains unchanged in use and Specializations.

MIGHT

From strange new weapons to Gridtech long thought lost, new weapons and armor require training and expertise just as a more "mundane" Power Weapon does. As you discover more unique pieces of equipment from across the Grid and the universe, new uses for offensive force reveal themselves. Spacefaring introduces new ways to aggressively apply strength, whether you're on a hostile planet, or an enemy breaching party forces their way onto your vessel.

Sample Specializations

- **Battlizer:** Many strange and powerful Grid artifacts collectively known as Battlizers have integrated melee attacks that require unique Strength-based practice and training. This Specialization is useful for anyone gifted with the opportunity to wield a rare and powerful Battlizer.
- **Exo-Frame:** Powered armor enhancing the user's strength can benefit anyone, but it takes specific training to use effectively in a fight. With challenges like monitoring power usage, reducing range of movement, adding weight, coordinating integrated weapons, and more, there are many ways your exo-frame can be more burden than benefit. Special forces, technologically advanced cultures, and workforces that benefit from mechanically-

boosted strength use this Specialization.

- **Xenotech:** There are more melee weapons in the galaxy than Earthlings can imagine, and knowing the differences when you reach for one or find one swinging at you can make a life-or-death difference. Characters who often find themselves fighting with whatever Xenotech is within reach, champions who follow dueling traditions among aliens, and planet-hopping adventurers commonly invest in this Specialization.

Speed Essence Skills

The following are the space and extraplanetary environment Speed Essence Skills with suggested Specializations.

ACROBATICS

This Skill is a measure of your bodily dexterity and agility, something that can be drastically more difficult to use when dealing with inertia, gravity, atmospheric effects, and solar forces. For many spacefarers, this is an important ability, and honing its use can make a life among the stars much easier.

Sample Specializations

- **Zero-G:** Ship crews, spacewalking engineers, asteroid miners, and anyone whose work leads them out into the black between the stars value the training to maximize mobility and direction in a weightless environment.

DRIVING

The Skill of using vehicles effectively is paramount to survival in space travel. Unlike driving terrestrial vehicles, spacefaring requires different training to be ready for the interstellar stimuli and situations the universe has in store for you.

Sample Specializations

- **Aerospace:** The most common Specialization for space, this covers various vehicles for extraplanetary journeys, from a single-pilot craft to a capital ship. Accordingly, this Specialization is key for pilots, helm crew, and anyone who needs to get from one planet to another without relying on someone else doing the flying.
- **Battlizer:** This is the expertise to best use the alternate mobility methods offered by some of the powerful Grid artifacts known as Battlizers. This Specialization favors someone who has access to one of these rare items but is of little use to others.
- **Exo-Frame:** Working with bulky exoskeletons that amplify strength and protect against hazardous environments requires training and experience. Labor crews, engineers, and some soldiers train for this Specialization to maneuver better.
- **Superstructure:** The developed skill for adjusting the placement, axis, or, in some rare instances, the mobility of a normally stationary-in-orbit space installation. The crew on space stations, Doomstars, satellite flotillas, and similarly titanic constructions find this valuable.

FINESSE

The needs for manual dexterity and hand-eye coordination planetside are similar to those in space, but with a galaxy of new uses come opportunities for Specialization.

Sample Specializations

- **Battlizer:** Just as some Battlizers boost strength (see *Strength Essence Skills* earlier in this section), some boost speed and reaction times. Those fortunate enough to have a Battlizer with bonuses to dexterity can push their Grid artifact to the limit with this Specialization.
- **Xenotech:** This is the focus and training to use alien weaponry that relies on speed and precision. Duelists, xeno-anthropologists, and sneaky characters see value in figuring out how to wield the strangest of martial implements.

INFILTRATION

Sneaking, shadowing, or other keys to subtlety work in space just as they do on the confines of a planet. New environments present new challenges and opportunities for moving unseen, but the concepts and aptitudes remain primarily the same.

Sample Specializations

- **Cloaking Systems:** Cloaking technology, such as the Phantom Ranger's Phantom Suite, hides visual and sensor traces, but invisible isn't the same as undetectable. Characters with this Specialization, such as highly trained Phantom Rangers, scout ship pilots, and spies, prepare to make the most of their technology and cover their other tracks.

TARGETING

The concept of ranged combat doesn't change in space, but weapon systems common to space, like

lasers, ship weapons, and alien technology, offer new opportunities.

Sample Specializations

- **Arrays:** Weapons on ships and superstructures benefit from this Specialization, commonly trained by security forces, ship's crew, and pirates.
- **Battlizers:** Battlizers often come with powerful and unique ranged combat options. These weapons are limited in availability, so those with access may devote themselves to this Specialization.
- **Countermeasures:** Just as there are new weapons in space, there are new ways to counter them, such as flak cannons to destroy incoming missiles, shield projection cannons to turn aside energy blasts, and chaff launchers to fool smart weapon guidance systems. This Specialization helps ship crews, defense specialists, and commanders call for the right tool to foil a missile, laser blast, or energy torpedo in the most efficient way.
- **Inertial:** Hitting your target in a strange environment, like in a vacuum or areas of different gravity, requires adjustments that come from training and experience. Hunters, space explorers, and ship boarding parties often invest in this training.
- **Xenotech:** Countless strange and unique alien weapons project, launch, emit, or transmit offensive payloads of all substances, objects, and elements. Soldiers, colonists, alien artifact collectors, and more benefit from training to adapt to alien weaponry.

Smarts Essence Skills

The following are the space and extraplanetary environment Smarts Essence Skills with suggested Specializations.

ALERTNESS

Sharp senses can be the difference between life and death when traversing the great expanse of space. Alertness is essential for those exploring the universe with its countless new stimuli and environments.

Sample Specializations

- **Instruments:** Crews in space or other hostile environments rely on feeds from dozens or hundreds of sensors, which can be overwhelming at the best of times, to make decisions. Understanding some of the readings might require a technical approach but seeing everything coming in (and catching an alert when it happens) takes a trained eye. Pilots, ship and station crew, and engineers benefit from this Specialization.
- **Timespace:** Many Power Rangers travel through time to protect the Morphin Grid, where a slight change in the past may lead to a vastly different future. This Specialization represents a time-traveling character's ability to see the small ripples in time and space that hint at temporal or inter-dimensional troubles.

CULTURE

One of the most valuable Skills for any extraterrestrial or inter-dimensional explorer, captain, or diplomat, this Skill represents the knowledge and understanding of other civilizations and social groups. Specializations for this Skill in the ***Power Rangers Roleplaying Game*** cover aspects of life and society beyond one's home world, but new settings offer additional Specializations.

Sample Specializations

- **Ship Life:** Ships designs rarely afford extra space and being confined with crewmates takes adjusting to make the most of and avoid squabbles which can cause rifts in the team. This Specialization also covers how to maintain these vessels on a day-to-day basis. Unsurprisingly, this is a popular choice for ship crews and anyone who frequently finds themselves aboard new vessels.
- **Specific Faction:** Empires, nations, and organizations that span across the stars can consist of hundreds if not thousands of members and capabilities. This Specialization focuses on one such entity and its intricacies, knowing the component pieces rather than viewing the subject as monolithic. Members of such sects, spies, and historians often focus on this study area.
- **Specific Planet:** Each planet, moon, asteroid flotilla, or other celestial body features details and opportunities which emerge under close study. For instance, knowing specifics about an unusual planet like Mirinoi can make a huge difference if a character is assigned (or marooned) there. Terraformers, miners, and smugglers often benefit from this Specialization.
- **Xeno-Linguistics:** Xeno-anthropologists, traders,

and envoys value this expertise in understanding body language, local symbolism, and phonetic comparisons to communicate with aliens and other sentient beings.

SCIENCE

The sciences help travelers across space (and time) understand how planets, stellar anomalies, alien biology, and ship systems work. New Specializations revolve around space-specific concepts and the expansion of the characters' universe.

Sample Specializations

- **Astrophysics:** Considered by many spacers to be a lost art now that computers manage most of the calculations to navigate between the stars, some crews still prize this expertise when traversing the voids between the planets. A specialized navigator, trader, or scientist can use this Specialization to plot a course for safe and efficient space travel (or to plot courses where S.P.D. and others rarely patrol).
- **Specific Xeno-Science:** Think fast—will a power cell from Eltar boost your ship or fry the systems? Knowing the answer to a question like that, or how to operate differently on a Horathi patient to save their life, requires knowledge of specific Xeno-Sciences. Doctors on ships with multiple alien species, engineers who retrofit alien technology for their own vessels, and others who benefit from knowing specifics of alien sciences invest in this Specialization.
- **Timespace Theory:** The ability to look at a situation, compile available data, and apply that information to understand the comings and goings of temporal passage and inter-dimensional influences. Time travelers, like the Phantom Rangers, find this Specialization valuable in their mission to protect the Morphin Grid.

SURVIVAL

Crucial for travelers of outer space, especially those who risk landfall on alien planets, this Skill is a collection of techniques and knowledge that help overcome unexpected and unknown environments.

Sample Specializations

- **HAZMAT:** Hazardous environments require many techniques to overcome their dangers, each requires special tools and techniques to ensure safety. Away teams, security forces, engineers, and laborers benefit from knowing the best ways to use protective layers, filter materials, and neutralize chemicals.
- **Space:** Crews need training and experience with exposure to the void of outer space, including breathing techniques to extend air, techniques for mending a spacesuit rip, spacewalk safety techniques, and more. This training includes dealing with the biological side-effects of prolonged life in low- or no-gravity environments. Long-haul space crews, asteroid residents, and extended-period space travelers benefit from this Specialization.
- **Terraforming:** Explorers and terraformers need to know collection of techniques needed to thrive in an artificially created biosphere, whether self-contained in a dome, planet, or other structure changed by outside forces. Colonists and explorers get the most out of this Specialization.

TECHNOLOGY

Arguably the most important family of Skill Specializations for characters traveling across space, understanding technology and equipment is critical for spacefaring.

Sample Specializations

- **Astro-Nav:** Just as Astrophysics is useful for the hand-calculation to plan space travel routes, skilled astro-nav technician can make corrections to computers' math for a better journey. Navigators, bridge crew, and stellar cartographers use this Specialization to account for gravitational spin, comet showers, hazardous nebulae, and more when plotting a journey between systems.
- **Biomechanical:** The skills to augment a person's body with require training in both biology and mechanics. These disciplines meet in biomechanics, which is the ability to use, improve, and maintain augmentative bionics and cybernetics. Augmented individuals, surgeons, and black-market brokers devote effort to this Specialization.
- **Xenotech:** Skilled explorers and engineers use specialized tools and techniques when approaching alien technology rather than randomly pressing buttons and hoping nothing bad happens. This Specialization covers how

to investigate alien and unknown technology safely and efficiently, including calculating and figuring out how to use devices without knowing their original or root designs.

Social Essence Skills

The following are the space and extraplanetary environment Social Essence Skills with suggested Specializations.

ANIMAL HANDLING

Interplanetary explorers, scouts, and xeno-biologists find this Skill and its associated techniques useful for interacting or adjusting fauna's behaviors safely useful wherever they go.

Sample Specializations

- **Stock Support:** This specialization covers caring for, understanding, and interacting safely with animals in a controlled or contained environment. Examples include livestock grown in a superstructure, shipboard pets, or living biological samples in a scientific research lab or craft. Space truckers, stellar cowboys, and colonists prize this Specialization.
- **Xenofauna:** Your Ranger may find themselves wondering if the alien creature before them is safe to pet or if it just happens to be an incredibly cute (and dangerous) predator. With this Specialization, a stranger can judge an alien animal's behaviors and body language to learn about and interact with the strange and wonderful creatures of faraway planets.

DECEPTION

Using misdirection and falsehoods to manipulate any beings can be perilous but doing so among aliens can be catastrophic. A simple misunderstanding can quickly spiral into something dangerous when it comes to manipulating others with different tones, body language, and cultural sensitivities. Rogues, politicians, and traders who feel the need to deceive should investigate their targets before doing so carelessly.

Sample Specializations

- **Alter Ego:** This Specialization covers a collection of techniques and tactics to keep your mundane life separate from the activities of your Ranger alter ego. Protecting your alter ego also protects the people important in your Ranger's life from the consequences of their dangerous lifestyle. Power Rangers who must keep their identity secret, villains who want to avoid attention, spies, and others value this Specialization.

PERFORMANCE

Art (whether a physical element, routine, or recital) can be subjective, especially when considering alien cultures' social mores and traditions. This Skill can be instrumental when creating common ground, making new alliances, or simply entertaining new acquaintances.

Sample Specializations

- **Xeno-Artistry:** Explorers, arts patrons, xeno-anthropologists, artists, and others hone their Skills for appreciating and understanding alien forms of expression. Learning new performance techniques from other cultures overcomes barriers, as artistic expressions can share meaning in ways a universal translator can't.

PERSUASION

No matter where a character's travels might take them, the ability to get others to follow along pleasantly with your ideas and goals is always helpful.

Sample Specializations

- **Bridge Command:** When things look dire, the crew look to their captain for clear direction. This Specialization covers the leadership, diplomacy, and psychology skills needed to guide a ship and its crew. To confidently lead their crews, ship and superstructure captains often take up this Specialization.
- **Peacekeeping:** This is the talent of using your charm and an air of authority to help maintain a peaceful, or at least calmer, state in a person or crowd. This Skill Specialization is exceptionally useful with police forces, peace agents, and Space Patrol Delta Power Rangers.

STREETWISE

This Skill governs gathering intelligence and assets from local urban or populated areas, which is undoubtedly essential when visiting new worlds, peoples, and places. Colonists with limited supplies, smugglers, Onyx tavern regulars, S.P.D. Rangers, security forces, and more value this Skill.

Sample Specializations

- **Frontier:** On the edge of space, supplies are

limited, ships don't pass through often, and towns can be as small as just a few buildings. Knowing who can get you what you need, hearing about trading ships early, and knowing the current gossip can entertain you and help you get through life on the raggedy edge of civilization.

- **Superstructure:** Life on a space station, star base, flotilla, or similar spacefaring community can be as rich and full of social interactions as any small town or city. This Specialization covers the ability to benefit from being a part of a contained population (with frequent travelers coming and going) like you'd find on a space station or colony ship.

Perks and Grid Powers

The Morphin Grid provides unexpected (and often unexplained!) benefits for its champions, granting valuable powers, implements, and abilities to Power Rangers. These benefits manifest in ways that make every Ranger unique in how they defend the Grid from the forces of evil. In game terms, these opportunities for customization come in the form of General Perks and Grid Powers.

This section contains many new General Perks and Grid Powers for ***Power Rangers Roleplaying Game*** characters, offering a vast amount of growth and expansion to the Power Rangers universe. Characters in other Essence20 Roleplaying System games may also benefit from these new offerings.

Form Perks

Some perks in the following section highlight the ability to modify the form of Ranger's Spectrum, such as Omega Enhancement or Turbocharged. These Perks, noted with [Form] in the name, require you to choose a Form when activating the "It's Morphin Time!" Role Perk. You may only benefit from one Form Perk each time you use "It's Morphin Time!" You cannot change your Form until you use "It's Morphin Time!" again. Ninja Power from the ***Power Rangers Roleplaying Game Core Rulebook*** counts as a Form Perk and does not combine with any other Form Perks.

New General Perks

The following General Perks are accessible to all ***Power Rangers Roleplaying Game*** characters.

AUGMENT (SKILL)

Prerequisite: chosen Skill at +d4 or higher

You have an artificial, scientific, or perhaps even supernatural augmentation installed in your body that significantly enhances your ability to perform with a specific Skill.

When you choose this Perk, select a Skill. You gain ↑1 whenever using the chosen Skill.

You may choose this Perk multiple times but must choose a different Skill each time.

BATTLIZER ACCESS (SPECIFIC BATTLIZER)

Prerequisite: 5th Level or higher, GM Approval

You are the guardian and custodian of a Battlizer, a treasured Ranger relic. You can tap into the Morphin Grid to summon it when you need its aid.

When you choose this Perk, select a Battlizer from the section beginning on page 85. While Morphed, you may spend the chosen Battlizer's Power Cost to summon and use it.

You may choose this Perk multiple times but must choose a different Battlizer each time.

DAREDEVIL

You live for taking risks, being in the hot seat, and always getting the most out of dancing on the razor's edge. The adrenaline rush makes you feel like anything is possible. You gain the following benefits.

- You gain ↑2 on Initiative Skill Tests.
- Anytime you suffer damage from a Skill Test Fumble, your next Skill Test gains Edge.
- You ignore Snags on Skill Tests while you have 1 Health.

DOGFIGHTER

Prerequisite: Driving (Air or Aerospace) at +d4 or higher

You're an ace behind the controls of a flying vehicle or spacecraft. Enemy pilots need to stay out of your crosshairs, or they won't be piloting for long!

While the primary pilot of any vehicle of Extended II size or smaller that uses an Aerial Movement type, you gain the following:

- You gain Edge on Driving and Targeting Skill Tests against other vehicles using the Aerial Movement type.
- Your vehicle gains a +2 bonus to

Evasion Defense.

FOCUS FIREPOWER

Prerequisite: Targeting at +d6 or higher

You time your attacks to land in unison with those of an ally, combining the two efforts for devastating results!

When you make a Targeting Skill Test to attack using a Contingency action on the same target an ally is attacking, you both gain a bonus. Your teammate gains ↑1 on their Attack, and your Attack ignores any armor-based Defense bonuses on the target.

GOOD WITH BOTH

Prerequisite: Finesse or Targeting at +d4 or higher

You are adept at using both of your hands ambidextrously in combat. When attacking with a one-handed weapon in each hand, your primary Attack suffers no penalty and your off-hand Attack only suffers ↓1.

GRID SPECTRUM ECHO

Prerequisite: Spectrum Shift Perk; Levels in former Spectrum Role

Despite adopting a new Grid energy wavelength in your Power Ranger aspect, you can still call on a facet of your old wavelength.

Choose any Role Perk you once accessed in your previous Spectrum Role(s); you now possess that Role Perk. Replace any references to the former Spectrum Role with that of your current Spectrum Role.

Your Grid Spectrum Echo can't refer to special quantities represented on the former Spectrum Role's Level progression table (such as Pink Ranger's Volley Shots, Green Ranger's Solo Strike, or the like). You also cannot choose the following: Extra Attack, General Perk, Grid Power, Zord, Zord Feature.

INSPIRATIONAL LEADER

Prerequisite: Persuasion at +d6 or higher

You inspire others with your acts of kindness, bravery, and leadership. Others want to emulate your successes, and you make time to help others find the best in themselves.

In a combat scene, after you succeed (or Critically Succeed) at a Skill Test in view of allies and teammates, they gain ↑1 when using the same Skill until the end of the round.

Outside of combat, you can Lend Assistance (see page 89 in the ***Power Rangers Roleplaying Game Core Rulebook***) to any individual who considers you a leader even if you don't have any Ranks in the Skill.

LIGHTSPEED RESPONSE [FORM]

Prerequisite: maximum Personal Power 4 or higher; Survival at +d6 or higher

Chosen to serve as one of the distinguished Lightspeed Rangers, it is now your responsibility to battle against demons from the Void while healing, sometimes literally, the damage they do to the universe.

You can spend 1 Personal Power when you activate the "It's Morphin Time!" Spectrum Role feature to unlock your Lightspeed Ranger Power to gain the following benefits.

- You gain Edge on any Skill Tests to perform first aid, repair damage, cure illnesses, and attempt other healing efforts.
- You add 10 feet to all types of your Movement.
- You may spend 2 Personal Power to heal 1 Health to an adjacent target as a Free action. A target can only benefit from this healing once per scene.
- Replace your Targeting-based weapon with a Rescue Blaster or Thermo Blaster.
- Replace your Power Weapon with a V-Lancer.

You may only have one Form General Perk active at a time.

MACHINIST REVOLUTIONARY

Prerequisite: Culture (Machine Empire) +d4 or higher

You've devoted time to understanding the Machine Empire and how best to defeat them. When facing the conquering forces of the Machine Empire, you work to undermine their tyrannical oppression and overthrow their forces wherever they appear.

- You gain Edge on any Alertness or Streetwise Skill Tests to locate Machine Empire assets.
- When interacting with the Machine Empire, you gain ↑1 on Smarts and Social Skill Tests.
- Your Attack Skill Tests against Machine Empire creatures gain the following Critical Effect: "Target is stunned until the end of your next turn."
- You generate an additional Story Point at the beginning of any scene involving Machine Empire assets.

MONSTER HUNTER

You are well-versed in hunting down and defeating the frighteningly weird things lurking across the universe. If it is made of slime, tentacles, or has a few too many limbs sprouting from a spiky carapace, you know how best to deal with it. Others may flee, but you run headlong into danger against monsters large and small.

You gain Edge on Survival (Tracking) Skill Tests to follow or learn about a non-humanoid (defined as something with more than two legs, two arms, and a number of heads that do not equal one, but does not include robots/vehicles) creature or being.

Your Attack Skill Tests targeting a non-humanoid gain the following: "Critical Effect: Target suffers Snag on their next Attack Skill Test."

NEMESIS (SPECIFIC THREAT)

Prerequisite: must have Defeated an enemy of Threat Level 12 or higher

You have left your mark upon a significant enemy, enjoying victory over them, knowing that every other battle against them will be an epic contest from here until one side ultimately submits. When you choose this Perk, select a TL 12 or higher Threat you have previously Defeated to be your Nemesis.

When facing your Nemesis, you gain ↑2 to all Skill Tests.

Once per scene involving your Nemesis, you may reroll a Skill Test and choose which results to keep.

NEVER BACK DOWN

Prerequisite: Conditioning +3 or higher

You are remarkably resilient and don't shy away from getting hurt; you push through the pain and keep on going! You gain 2 Health.

OMEGA ENHANCEMENT [FORM]

Prerequisite: maximum Personal Power 6 or higher

An emissary of the Morphin Masters tasked you with fixing breaks in the Morphin Grid, empowering you as an "Omega Ranger" version of your Ranger Role and making you an interdimensional monster hunter. You do not need to spend additional resources when you activate "It's Morphin Time!" but must choose this as your Form to access its benefits.

At the beginning of your turn while Morphed, spend 1 Personal Power to adjust the throttle on your Omega Morpher for one of the following benefits.

- **Blast Mode:** Use your Standard action to make a Targeting Attack against all enemies in a 10 foot × 10 foot area within 50 feet. All enemies hit by the Attack suffer 1 Energy damage.
- **Charged-Up Mode:** All Skill Tests for one Essence score gain ↑1 until the end of your turn.
- **Electro Mode:** Use your Standard action to make a Targeting Attack that ignores armor against two adjacent enemies within 50 feet. Each enemy suffers 1 Electricity damage when hit.
- **Hyper Mode:** Gain one extra Move and two extra Free actions this turn.
- **Light Beam Mode:** Use your Standard action to make a Targeting Attack against one enemy within 50 feet. If hit, the enemy suffers 1 Energy damage and is Blinded until the end of their next turn.
- **Muscle Mode:** Gain ↑3 on Brawn Skill Tests and carrying capacity until the beginning of your next turn.
- **Power Mode:** Gain Edge on Might Skill Tests until the end of your turn.

SHADOW MORPH [FORM]

Prerequisite: maximum Personal Power 6 or higher

Shadow Energy, one of the rarest forms of Grid energy, has infused (or infected?) your Morpher. By embracing the shadow, you gain additional bonuses when you activate "It's Morphin Time!"

When Morphed, you gain the following benefits:

- You gain a +1 armor bonus to Toughness and Evasion Defense.
- You may summon a Shadow Saber (see page 80) as a Free action.
- You gain Edge on Infiltration Skill Tests.

You cannot benefit from this and another Form General Perk simultaneously.

SOLAR POWER [FORM]

Prerequisite: 12th Level or higher

You've invested Solar crystal pieces into your Morpher, flooding you with raw Grid energy when you activate it. This flood of energy turns you into one of the legendary Solar Rangers!

You can spend 1 Personal Power when activating "It's Morphin Time!" to unlock your Solar Ranger Power. While in your Solar Ranger form, the following are true:

- You gain Edge on Alertness Skill Tests to see through illusions and trickery and to notice signs of creatures from the Void.
- You gain Resistance to Cold and Energy damage.
- Your standard Targeting-based weapon (Blade Blaster, Turbo Blaster, or the like) becomes the Solar Energy version and inflicts 1 additional Fire damage.
- Your Power Weapon deals 1 additional damage, and you may change its damage to an Elemental damage type of your choice.

You cannot benefit from this and another Form General Perk simultaneously.

SPACEWALKER

Prerequisite: Athletics (Spacewalk) at +d4 or higher

You are a practiced expert at moving around in low or no gravity without any craft, taking full advantage of increased mobility and the lack of resistance offered in zero-G.

While operating as an individual in a low- or zero-gravity environment, you have Edge on all Athletics and Acrobatics Skill Tests. You gain ↑1 on all other Skill Tests in zero-G.

While operating as an individual in a low- or zero-gravity environment, you gain +5 to your Evasion Defense.

S.P.D. ASSET

Prerequisite: must not have been previously declared a criminal by S.P.D.

After searching through their extensive files on Power Rangers from all over the universe, Space Patrol Delta has decided to make you an asset of their mission, awarding you a benefit reserved for S.P.D. agents.

You may choose this Perk multiple times, choosing a different asset below each time.

When you select this Perk, the S.P.D. awards you access to one of the following:

- A set of five Delta Blasters
- DeltaMax Striker
- Delta Patrol Cycle
- R.I.C. (Robotic Interactive Canine)
- Confiscated Xenotech (one Limited item, per GM's approval)

S.P.D. assets start on page 84.

SUPERSONIC [FORM]

Prerequisite: maximum Personal Power 3 or higher

The Champions of the Grid have chosen you to bear the mantle of a Supersonic Ranger, a once-legendary team of frontier warriors specializing in alien interaction.

You can spend 1 Personal Power when activating "It's Morphin Time!" to "Go Supersonic!" and gain the following benefits.

- You gain ↑1 on all Athletics and Acrobatics Skill Tests.
- All of your unarmed Attacks may inflict Energy damage.
- Your Blade Blaster inflicts Sonic damage.
- You suffer no penalties for using Xenotech of any kind.
- Your Morphed shell automatically contains a Gridwide Communicator (see page 84).

You cannot benefit from this and another Form General Perk simultaneously.

TURBOCHARGED [FORM]

Prerequisite: 5th Level or higher

By supercharging your Morpher with Turbo power, you have turned into a Turbo Ranger! You can spend 1 Personal Power when activating "It's Morphin Time!" to become Turbocharged.

- You gain Edge on all Driving Skill Tests.
- You may spend 1 Personal Power to summon a Turbo Cart (see page 129 of the ***Power Rangers Roleplaying Game Core Rulebook***) of your Ranger Spectrum color.
- Replace your Blade Blaster with an Auto Blaster and Turbo Blade (see page 76).
- Replace your Power Weapon with a Targeting-based Turbo Weapon (see page 78).

You cannot have this and another Form General Perk active at the same time.

XENO-LOCATION STUDY

Prerequisite: not originally from the setting's specific planet/culture

You studied a great deal about the people and cultures of one faraway place alien to your home world to gain the following benefits.

- You gain Edge on Culture Skill Tests about people of the chosen location.

- You gain Edge on Animal Handling, Deception, Insight, Persuasion, and Survival Skill Tests when in the chosen location or interacting with people from it.
- Gain fluency in one Language commonly used in the chosen location.

ZORD ALTERATIONS

Prerequisite: Zord Role Perk and at least one instance of the Zord Feature Role Perk

The Morphin Grid has altered your Zord to meet your needs in battle. Each time you choose this Perk, select one of the following Zord alterations.

- Add 2 to the Strength or Speed Essence of your Zord, or 1 to both, choosing an equal number of Skill Ranks to increase accordingly.
- Increase the Zord's Size Class by one category and gain +1 Health.
- Decrease the Zord's Size Class by one category (minimum of Huge), and add 10 feet to all its Movement types.
- Grant the Zord Resistance to one damage Element.
- Add the following Critical Effect to one of the Zord's Attacks: "Deal 1 extra damage." When you choose this alteration, pick the damage type for this Critical Effect.

New Grid Powers

The following Grid Powers are accessible to all ***Power Rangers Roleplaying Game*** characters.

ASTRO-SENSE

You can read traces in the Morphin Grid that others don't pick up on, always knowing where and when you are. You are always aware of your astronavigation location and gain Edge on all Survival (Space) and Technology (Astro-Nav) Skill Tests.

BLAZING STRIKES

You can focus Grid energy to surge as a flaming nova around your fists and feet. You may spend 1 Personal Power as a Free action to have your unarmed strikes inflict Fire damage and gain "Critical Effect: Next ally gains ↑2 against this foe" until the end of the scene.

CIVILIAN SUPERPOWER

A strange mutant ability awoke within you, granting you a minor supernatural power not necessarily tied to the Morphin Grid. Maybe it's something you've always been able to do, or perhaps a new ability manifested right after your last adventure. Regardless, this power is more than a party trick, but you won't be taking over the universe with it.

When you gain this Grid Power, you work with your GM to select an interesting minor superpower. When choosing a superpower for this Perk, consider the power level of something achievable with a successful Skill Test or a part of a General or Role Perk. Some good examples are:

- Teleporting a single object (less than 5 foot × 5 foot in size) from one place to another within line of sight
- Igniting a flammable object by touch or close proximity
- Reading digital information and electronic transmissions by touch
- Healing damage at an advanced rate
- Telepathy, willing or potentially forced
- Breathing underwater or surviving in a vacuum

Activating your Civilian Superpower requires a Standard action and can be used as many times per scene equal to your lowest Essence score.

ELEMENTAL ADAPTATION

You can weave Grid energy around your Morphin shell to fortify it when exposed to damage. Once per scene, after suffering any form of Elemental damage (Cold, Electricity, Fire, and so on), you may spend 1 Personal Power immediately to gain Resistance to that type of Element damage to your Morphed form until the end of the scene.

FASTER RECHARGE

Your connection to the energy of the Morphin Grid has opened to flow faster than ever before. Your Personal Power Regeneration rate increases by 2 per day. You may choose this Grid Power more than once.

GALAXY GLIDER

Calling upon the specialized equipment sometimes used by the Power Rangers in particular environments, you gain the ability to summon a Galaxy Glider (see page 125 of the ***Power Rangers Roleplaying Game Core Rulebook***). By spending 1 Personal Power, your Galaxy Glider soars to your position and slides under your feet when you jump into the air. This vehicle matches your Spectrum color, and you gain Edge on Acrobatics Skill Tests to pilot it.

JET JAMMER

You can call upon the Grid to provide you with a small, armored flying vehicle. You gain the ability to summon a Jet Jammer (see page 91) by spending 1 Personal Power, causing it to teleport to within 30 feet of your current position. This vehicle matches your Spectrum color, and you gain Edge on Driving Skill Tests when piloting it.

MORPH MODULATION

Using experience and floods of data from the storage banks of the Morphin Masters, you've infused your Morphin shell with Grid energy to better resist the forces of evil Choose a Defense, and your Morphed form adds 2 to that Defense.

POWER BATTERY

You have been altered by your access to the Morphin Grid, allowing you to store additional Grid energy inside of you. Your Personal Power Maximum increases by 2. You may choose this Grid Power multiple times.

PRISMATIC BOON

Your aptitudes and instincts vary enough from the traditional Ranger Spectrum teachings that you manifest another Ranger Spectrum hue's abilities. You may choose to gain one Role Perk from any standard Spectrum Role (not Advanced Spectrum Roles). You must choose a Perk from a Level at least 3 levels lower than your current level when you gain this Grid Power, adhering to the following stipulations as well:

- The Role Perk must not refer to quantities represented on the Spectrum Role's Level progression table (such as Pink Ranger's Volley Shots, Green Ranger's Solo Strike, and the like).
- The Role Perk cannot grant additional Essence.
- You cannot choose Extra Attack, General Perk, Grid Power, Zord, or Zord Feature.

For example, Peter's Green Ranger has just reached 6th Level and chooses this Grid Power. Peter wants his Green Ranger to be more of a leader instead of a loner these days, so he looks at the Red Ranger's 2nd Level "Follow Me!" Role Perk. It is at least 3 levels lower than his current level, making it a good choice to help him be the leader he wants to be!

RESCUE RESPONSE

Your Morphed form adapts to empower you to aid others. While Morphed, you may attempt a Science or Technology Skill Test to help, repair, or heal another as a Free action once per turn with a ↑1 bonus.

TEMPORAL AWARENESS

You see things in different shades of now, then, and what has yet to be and are keenly aware of the passing of time. You always know the local time, no matter the measurement units used, and how much time has passed since a specific moment transpired. Once per scene, by looking at all the possibilities of a decision, you can spend 1 Personal Power to re-roll all dice on a Skill Test but must accept the second result.

VOID WARRIOR

Chosen by the Morphin Masters, you wield the power of the Grid's enemies against them. You may spend 1 Personal Power to open yourself up to the Void as a Free action, changing the damage inflicted by your unarmed and weapon-based Attacks to Void damage (see page 77) for the remainder of the scene. While this Grid Power is active, you cannot regain Personal Power.

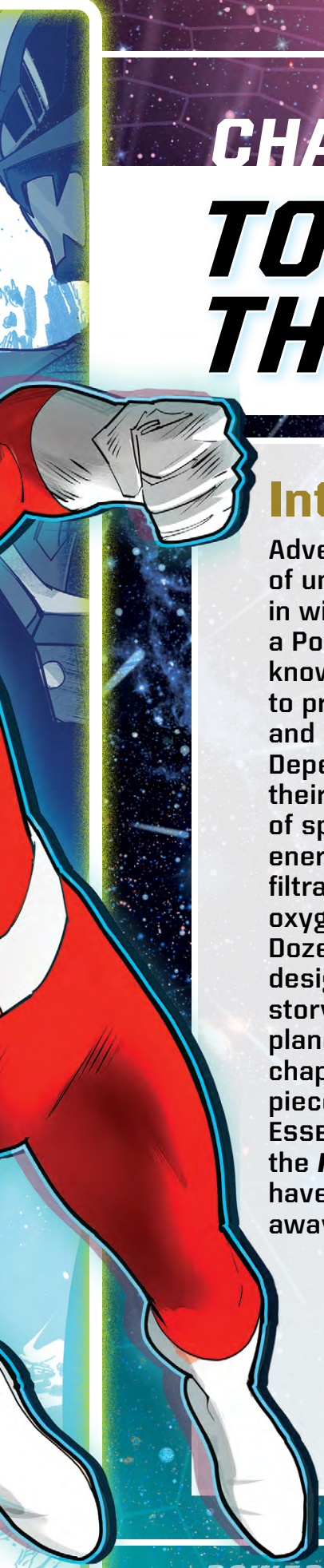
ZEO CRYSTAL BOOST

You possess one of the powerful chips of a legendary Zeo crystal. Once per scene, as a Standard action, spend 2 Personal Power and use your Zeo crystal to gain a benefit based on the item in which you insert your Zeo crystal.

- *Into your Morpher:* Gain ↑1 on unarmed Attacks and +1 to all Defenses until the end of the scene.
- *Into your Power Weapon:* Your Power Weapon inflicts 1 additional Energy damage with each strike until the end of the scene.
- *Into your Zord:* Gain ↑1 to Driving (Zord) Skill Tests until the end of the scene, or increase damage on a single successful Zord Attack by 2.

If every member of your team has this Grid Power while piloting your team's Megaform, you may all insert your Zeo crystal pieces to add 1 damage to all Megaform Zord Attacks until the end of the scene.

CHAPTER 3
TOOLS OF THE TRADE



Introduction

Adventuring in outer space is not the kind of undertaking mortal beings can participate in without special equipment, even if you're a Power Ranger. Civilizations across the known universe have developed equipment to provide life support, mobility, self-defense, and other necessities of survival out in space. Depending on the level of advancement in their technology and the cultural significance of space exploration, equipment ranges from energy shields and personal atmospheric filtration systems to internalized chemical oxygenators and vacuum-sealed power armor. Dozens of variables affect how a culture designs equipment, and each piece tells a story about how life grew to travel between planets, moons, and greater systems. This chapter revolves around giving these dedicated pieces of equipment rules and making sure the Essence20 Roleplaying System characters and the ***Power Rangers Roleplaying Game*** players have everything they need to thrive and survive away from their home worlds.

Beyond the expected space equipment and tools available, this chapter opens the docking bay doors and turns on the lights to show off the useful and iconic vehicles that can be part of your outer space motor pool. There are examples from the fast-moving Silver Cycle; its alternate shape, the Galaxy Glider; the rugged and durable Galactic Rover; some of the Delta Patrol Cycles of the S.P.D.; and more!

Arguably the most recognizable and important pieces of any Power Rangers' equipment, the Zords help the defenders of the Morphin Grid battle its greatest threats. This chapter includes both new Zords and many new ways to customize your team's Zords to use in outer space adventures.

Characters exploring the harshness of the heavens need their equipment to get by, and this chapter introduces a host of tools to use with the Essence20 Roleplaying System.

Equipment

Power Rangers manifest their core equipment for protecting their environment, but the farther a Ranger gets from their home world, the more gear they will need. Despite gifts from the Morphin Grid and their own incredible talents, sometimes Power Rangers just need things like guides on how to survive in space or how to traverse alien planets. A Ranger team may also require specialized weapons to defeat new and strange enemies. And, of course, Rangers want to ensure their Zords and other vehicles are ready to deal with adverse environments and alien encounters.

This section contains equipment, weaponry, and protective gear designed to help Power Ranger teams battle against evil across the universe. When specialized weapons and tools aren't enough, this chapter also introduces a powerful new kind of Power Ranger asset: the Battlizers.

Weapons

This section introduces new weapons for Power Rangers to wield against the enemies of the Morphin Grid and possible alien threats during their adventurous missions.

WEAPON DESCRIPTORS, EFFECTS, AND TRAITS

The following are new or altered descriptors of Size, Style, Effects, and Traits to apply to weapons in the Essence20 Roleplaying System.

TABLE 3-1: WEAPONS

TYPE	CLASSIFICATION	NON-POWER EXAMPLES	DESCRIPTION	REQUIREMENTS	
AUTOMATIC AVAILABILITY					
Sirian Bite	Might integrated melee	Snapping jaws, frightful fangs	Sirians' sharp teeth can leave a nasty wound.	—	
STANDARD AVAILABILITY					
Auto Blaster	Targeting medium energy	—	A blaster that uses an internal turbine to generate and hurl power blasts	Turbocharged Perk	
Delta Blaster	Targeting sidearm energy	—	Standard-issue S.P.D. sidearm	—	
Delta Max Striker	Might sidearm melee	—	Standard S.P.D. electrified nightstick	—	
Laser Blaster	Targeting sidearm energy	—	A simple laser-emitting sidearm	—	
Turbo Blade	Melee medium energy	—	A sword with an attached turbocharge handle used to boost power	Turbocharged Perk	
V-Lancer (Blast Mode)	Targeting medium projectile	—	A convertible weapon that hurls balls of energy	Lightspeed Response Perk	
V-Lancer (Lance Mode)	Might medium melee	—	A convertible weapon that is a dense blade on a retractable shaft	Lightspeed Response Perk	

Combined: Some weapons can combine into an alternate form, gaining new or more powerful abilities. See *Combined Weapons* later in this chapter for how to assemble them.

Defend: Such weapons are highly effective at blocking melee strikes, and wielders add the listed bonus to the user's Evasion and Toughness Defenses against melee attacks.

Element (Void): This weapon utilizes a portion of the energy of consumption and darkness, a taste of the darkness in the heart of the Grid's enemies. This rare Element damage always ignores any armor bonuses to Toughness but corrupts the thoughts and actions of its wielder over time. Void weapons require special training, such as the Void Warrior General Perk or special access, to avoid overwhelming their users.

Inertial: A self-propelled, guided, or other projectile weapon that overcomes a lack of gravity or atmosphere. These weapons do not suffer any low gravity, zero gravity, or vacuum-based penalties for their Attacks.

Inaccurate: Weapons difficult to aim or that focus on quantity over quality have this trait. Users suffer the listed penalty when Attacking with this weapon.

Light Weapon: A quickly accessible one-handed weapon designed for fighting in pairs or with an off-hand weapon. A character can draw a pair of light weapons as a Free action. A character armed with two light weapons can voluntarily suffer a ↓1 penalty to Attack two targets with the same Attack action.

Power Weapon: This weapon is attuned to and empowered by Grid Energy in some way and is qualified for many other in-game effects that specify Power Weapons.

Versatile: A weapon that has two methods of being wielded. Usually, this refers to wielding in one hand versus two hands, but some weapons offer different options.

Xenotech: A weapon designed for a species with a unique bodily structure, often with parts of strange design and ergonomic settings. Until a character achieves a Critical Success with this weapon, they suffer a Snag on all rolls using it.

WEAPON STATISTICS

The following table contains the statistics for a variety of new ***Power Rangers Roleplaying Game*** weapons and updated rules for some existing weapons.

	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	Reach	0	1 Sharp damage	Stun 1 (↓1)	Sharp, Silent
	Range 40ft/75ft	1	1 Energy damage	1 Energy damage—Multiple (2) Targets (40ft, ↓1)	Power Weapon
	Range 30ft/60ft	1	Stun 2	1 Energy damage (↓1)	Power Weapon, Stun
	Reach	1	Stun 1	1 Electricity damage (↓1)	Defend (1), Power Weapon
	Range 60ft/140ft	1	1 Laser damage	Stun 1	Laser
	Reach	1	1 Sharp damage	1 Energy damage	Power Weapon, Sharp, Silent
	Range 40ft/80ft	2	1 Energy damage	—	Inertial, Power Weapon, Versatile
	Reach	2	1 Sharp damage	1 Energy damage	Power Weapon, Silent, Versatile

TABLE 3-1.1: WEAPONS (CONTINUED)

TYPE	CLASSIFICATION	NON-POWER EXAMPLES	DESCRIPTION	REQUIREMENTS	
LIMITED AVAILABILITY					
Lightspeed Rescue Claw	Targeting sidearm melee	—	A grappling-hook launcher	Lightspeed Response Perk	
Lightspeed Rescue Cutter	Targeting medium melee	—	A scissor-like bladed weapon	Lightspeed Response Perk	
Lightspeed Rescue Drill	Targeting medium melee	—	A hand-held swordlike auger	Lightspeed Response Perk	
Lightspeed Rescue Injector	Targeting sidearm melee	—	A medical injection lancet	Lightspeed Response Perk	
Lightspeed Rescue Laser	Targeting sidearm energy	—	A powerful short-range cutting device that also extinguishes fires	Lightspeed Response Perk	
Mega Sniper	Targeting sidearm energy	—	A blue pistol made to be attached and boost other weapons	—	
Rescue Blaster (Baton Mode)	Might sidearm melee	—	An electrified snap-baton that changes into a pistol	Lightspeed Response Perk	
Rescue Blaster (Blaster Mode)	Targeting sidearm energy	—	An energy pistol that changes into a snap-baton	Lightspeed Response Perk	
Star Slinger	Targeting medium projectile	—	A slingshot that blasts 4 energy pellets per Attack	—	
Thermo Blaster (Blaster Mode)	Targeting sidearm energy	—	A blaster that converts to a rifle	Lightspeed Response Perk	
Thermo Blaster (Rifle Mode)	Targeting medium energy	—	A rifle that collapses into a sidearm	Lightspeed Response Perk	
Thunder Slinger	Targeting medium projectile	—	Powerful blaster that delivers tremendous damage to Putties	—	
Transdagger	Finesse sidearm melee	—	A special Power Weapon that changes from a curved blade to several different options	—	
Turbo Hand Blasters	Targeting medium energy	—	Large one-handed blasters that each fire a powerful blast of energy	Turbocharged Perk	
Turbo Lightning Sword	Might medium melee	—	A long sword with a hand shield capable of a devastating attack	Turbocharged Perk	
Turbo Thunder Canon	Targeting medium energy	—	A large two-handed cannon that fires powerful blasts of energy	Turbocharged Perk	
Turbo Star Chargers	Finesse light melee	—	Akimbo devices that deliver powerful amounts of electricity	Turbocharged Perk	
Turbo Wind Fire	Targeting medium energy	—	A bow that fires multiple energy bolts	Turbocharged Perk	
Zeo Power Disc/Shield	Finesse light melee	—	A small metal-edged disc that doubles as a shield	Finesse +d4	

	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	Reach, Range 30ft/60ft	1	1 Sharp damage	Adds ↑1 to Athletics (Climbing)	Inertial, Power Weapon
	Reach	1	1 Sharp damage	1 Poison damage (↓1)	Anti-Tank, Power Weapon
	Reach	1	1 Sharp damage	—	Anti-Tank, Power Weapon, Wrecker
	Reach	1	1 Sharp damage	1 Poison damage (↓1), Adds ↑1 to Science (Medicine)	Power Weapon
	Range 5ft/10ft	1	1 Laser damage	Can eliminate any ongoing Fire damage as a Move action	Laser, Power Weapon
	Range 45ft/100ft	1	1 Energy damage	1 Energy damage—Multiple (2) Targets (45ft, ↓1)	Energy, Power Weapon, Versatile
	Reach	1	Stun 2	1 Electricity damage (↓1)	Power Weapon, Stun, Versatile
	Range 10ft/25ft	1	Stun 1	Stun 2 (↓1)	Power Weapon, Stun, Versatile
	Range 50ft/100ft	2	1 Energy damage per 2 hits—Multiple (4) Attacks (50ft)	2 Energy damage per 2 hits (↓1)—Multiple (4) Targets (50ft); Booster Mode: 2 Energy damage—Multiple (4) Attacks (50ft)	Inertial, Power Weapon
	Range 30ft/60ft	1	1 Fire damage	1 Fire damage—Multiple (3) Targets (15ft cone)	Power Weapon, Versatile
	Range 60ft/150ft	2	2 Fire damage	1 Energy damage	Power Weapon, Versatile
	Range 50ft/100ft	1	Stun 1 (1 Sonic damage to Putty Threats)	1 Energy damage—Blast: 15ft. radius (↓1)	Inertial, Power Weapon, Sonic, Stun
	Reach	1	1 Sharp damage	1 Energy damage	Power Weapon, Versatile
	Range 30ft/80ft	1	1 Energy damage		Energy, Power Weapon, Silent
	Reach	1	1 Sharp damage	Energy Attack: 1/Encounter, 3 Energy damage (↓1)	Power Weapon, Sharp
	Range 30ft/120ft	2	2 Energy damage	Energy Attack: 1/Encounter, 4 Energy damage (↓2)	Power Weapon
	Reach	1	2 Electricity damage		Power Weapon
	Range 30ft/80ft	2	1 Energy damage	1 Energy damage—Multiple (2) Targets (30ft, ↓1)	Power Weapon, Sniper
	Reach	1	1 Blunt damage		Defend (2; 1 vs. Ranged Attacks), Power Weapon

TABLE 3-1.2: WEAPONS (CONTINUED)

TYPE	CLASSIFICATION	NON-POWER EXAMPLES	DESCRIPTION	REQUIREMENTS	
RESTRICTED AVAILABILITY					
Delta Combo Blaster	Targeting medium energy	—	Five S.P.D. sidearms combined	See Combined Weapon rules	
Phantom Laser	Targeting sidearm energy	—	A sleek laser pistol	Phantom Ranger	
Quadroblaster	Targeting heavy explosive	—	The combined form of several Astro Blasters and their counterparts	See Combined Weapon rules	
Quasar Launcher (Cannon Mode)	Targeting medium projectile	—	Blaster that converts from a staff	—	
Quasar Launcher (Staff)	Might medium melee	—	Convertible staff that generates energy field	—	
Quasar Saber	Finesse medium melee	—	An extendable blade that channels elemental energy		
Rescue Bird Unilaser	Targeting integrated energy	—	The weapon mounted within the combined Lightspeed Ranger weaponry	Rescue Bird formation of Lightspeed Weapons	
Shadow Saber	Finesse medium melee	—	A glowing blade made almost completely from purified grid energy	Shadow Morph Perk	
Silverizer	Targeting sidearm energy	—	A sleek energy pistol with a collapsible forearm brace	Silver Ranger	
Super Silverizer	Finesse medium melee	—	The Silverizer's converted sword mode	Silver Ranger	
Transdagger Star Formation	Targeting heavy energy	—	The combined form of five Transdaggers	See Combined Weapon rules	
Void Blade	Finesse medium melee	—	A power sword saturated with Void energy	Requires Special Access	
Void Bow	Targeting medium energy	—	A bow that fires potent bolts of darkness	Requires Special Access	
Zeo Power Cannon	Targeting heavy explosive	—	Wields the power of five Zeo-Enhanced Rangers and fires a powerful paralyzing blast	See Combined Weapon rules	
OTHER WEAPONS					
Android Gauntlet Beam	Targeting integrated energy	—	A laser fitted to an android's forearm	Mechanoid being OR Augmented Influence	
Aquitian Stinger	Targeting medium projectile	—	An energy- or chemically-propelled lancet gun	—	
Canine Cannon	Targeting heavy energy	—	The containment protocol weapon form of an R.I.C.	Must have access to an R.I.C.	
Horathi Crystal Grenade	Athletics sidearm projectile	—	An energy-filled cluster of crystal shards	—	
Jotunn Ice Blade	Might heavy melee	—	A wide heavy sword made from alchemical ice	Brawn +d4	

	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	Range 80ft/150ft	2	Stun 5	3 Energy damage (↓1), re-roll 1s on Skill Dice to Attack	Combined, Power Weapon, Stun
	Range 80ft/200ft	1	2 Laser damage	Armor-Piercing (↓1)	Laser, Power Weapon
	Range 100ft/200ft	2	3 Energy damage—Blast: 10ft radius	Stun 3—Blast: 5ft radius	Combined, Energy, Inertial, Power Weapon, Stun
	Range 60ft/150ft	2	2 Energy damage—Blast: 5ft radius	Stun 3	Inertial, Power Weapon, Stun
	Reach	2	1 Blunt damage	1 Blunt damage—Multiple (2) Targets (↓1)	Blunt, Defend (1), Power Weapon, Versatile
	Reach	1	1 Sharp damage	2 Element damage (Ranger's Choice) (↓1)	Power Weapon, Sharp
	Range 100ft/200ft	2	3 Laser damage	2 Energy damage	Anti-Tank, Combined, Energy, Laser, Power Weapon
	Reach	1	2 Energy damage	Armor-Piercing (↓1)	Power Weapon
	Range 45ft/90ft	1	1 Energy damage	1 Energy damage—Multiple (3) Targets (45ft, ↓1)	Power Weapon, Energy
	Reach	1	2 Sharp damage	1 Energy damage	Defend (1), Energy, Power Weapon, Versatile
	Range 75ft/120ft	2+	3 Energy damage—Blast: 10ft radius		Combined, Inaccurate (↓3), Power Weapon
	Reach	1	1 Void damage	2 Void damage (↓2)	Power Weapon, Void
	Range 25ft/75ft	2	1 Void damage	1 Void damage—Multiple (2) Targets (25ft, ↓1)	Power Weapon, Silent, Void
	Range 200ft/600ft; minimum 30ft	10	Stun 6—Blast: 10ft radius	4 Energy damage—Blast: 10ft. radius	Anti-Tank, Combined, Energy, Heavy, Power Weapon, Stun, Wrecker
	Range 50ft/100ft	0	1 Laser damage	Stun 1	Laser, Stun
	Range 30ft/50ft	2	1 Sharp damage	2 Sharp damage (↓1)	Ballistic, Inertial, Xenotech
	Range 75ft/120ft	2	Stun 4	Stun 3—Blast (10ft radius)	Stun
	Range 20ft/35ft	1	2 Sharp damage	1 Energy damage—Blast (10ft radius)	Xenotech
	Reach	2	2 Sharp damage	2 Cold damage	Cold, Sharp, Wrecker, Xenotech

COMBINED WEAPONS

Power Rangers are strongest together, especially when fighting with their Zords or Combined Weapons, which connect to create powerful forms to bring down superior enemies. See page 115 of the ***Power Rangers Roleplaying Game Core Rulebook*** for the rules on how to interact with Combined Weapons. The following are the new Combined Weapons introduced in this sourcebook.

Delta Combo Blaster

The Delta Combo Blaster gives a team of Space Patrol Delta agents high power while working in the field. Rangers unscrew, flip, turn, and connect five Delta Blasters on the spot to combine the weapon, creating a large, heavy rifle capable of precise and powerful blasts.

The Delta Combo Blaster is extremely energy dependent and can only fire one blast for free after being assembled. After the first shot, Attacks with this weapon cost the user 1 Personal Power to recharge the internal cells.

Quadroblaster

The Quadroblaster is an assemblage of four Power Weapons unique to a team of Power Rangers specialized in space travel; each component weapon adds a specific element to the weapon's payload. Combining the non-boosted versions of the Lunar Lance, Astro Axe, Star Slinger, and Satellite Stunner, the Quadroblaster becomes a tremendously devastating device.

Launching a magnetically sealed, multi-hued sphere of energy, the Quadroblaster saturates the area with heavy firepower to blast targets apart or overload their nervous systems.

Rescue Bird

The Rescue Bird is a mobile weapon and device platform made up of a combination of five specific Lightspeed Ranger Rescue Weapons. Gaining automation and an Aerial Movement of 45 feet, the Rescue Bird combines the following Power Weapons: Rescue Claw, Rescue Laser, Rescue Cutter, Rescue Drill, and Rescue Injector.

Once the device is in Rescue Bird form, a Ranger can command it as a Free action. As a command, the Rescue Bird can attach to a Rescue Blaster, taking a Standard action to transform into Unilaser formation.

Transdagger Star Formation

Used by the Galaxy Rangers team, this Combined Weapon is the ultra-heavy assembly of five individually colored Transdaggers. When combined, they shift and interconnect to form a large star-shaped personal artillery piece that delivers tremendous blasts but is unwieldy and difficult to aim.

Once the weapon is combined, the Rangers can use their Standard action to Lend Assistance, stabilizing the weapon. Each Ranger Lending Assistance reduces the Inaccurate trait penalty by ↓1.

Zeo Power Cannon

One of the most potent Combined Weapons in any Power Ranger team's arsenal, the Zeo Power Cannon focuses the Zeo power crystals of five specific Zeo-empowered weapons on unleashing a titanic singularity. The Zeo Power Cannon's blast rivals the power of Zords to cripple enemies and paralyze foes and is beyond what most Power Rangers can ever hope to achieve on their own.

The Zeo Power Cannon's limitations keep it from being a mainstay of a Ranger team's arsenal. Between being so unwieldy that it cannot be combined or used without five Rangers hefting its massive frame and requiring five Zeo-empowered weapons (the Zeo Power Pod Sword, Zeo Power Clubs, Zeo Power Tonfa, Zeo Power Axes, and the Zeo Power Sword), it's a legendary weapon for desperate times.

Armor and Exo-Frames

This section introduces new armor to protect characters, new traits for Power Ranger armored Morphin shells, and an exciting new kind of powered protective gear called exo-frames.

ARMOR TRAITS

The following are new traits for existing armor types or found on new armor in this or future sourcebooks.

Bulwark: This armor grants the wearer additional Health while worn. The amount of Health is listed in parentheses. Removing the armor removes the bonus Health, leaving the wearer with a minimum of 1 Health if they had taken damage while wearing the armor.

Enhance Skill: Integrated technology or other enhancements in this armor grant ↑1 to the Skill listed in the parentheses.

Enviro-Sealed: Designed for working in hazardous or life-threatening conditions, this armor grants immunity to most environmental conditions and grants Edge on all Skill Tests made to resist adverse situations.

Exo-Frame: This motorized frame fits over other armor and aids labor, mobility, and potentially even combat roles. Half vehicle and half armored rig, an exo-frame requires Driving Skill Tests to perform Standard actions in the same turn as Move actions, with a DIF equal to the number of feet moved divided by 5 (round up). Failure results in the wearer pitching awkwardly, losing balance, and falling Prone.

Many exo-frames can have weapons, tools, and other components integrated into them, as noted in their statistic lines as the Modular armor trait.

Modular: This armor sports sockets, hardpoints, and the like built to attach tools and weapons for easy and constant use. These items gain the Integrated trait for the wearer to use while in the armor. The number listed with this trait is the allowance for attaching Medium or smaller weapons, tools, or other pieces of equipment can attach to the armor.

Regal: Designed to look good while offering solid protection to the wearer, royal guards, narcissistic warriors, royalty, and some mythic individuals proudly wear this protection. Regal armor grants ↑1 to Persuasion Skill Tests used on allies and Intimidation Skill Tests against enemies.

Xenotech: This armor is designed around alien cultures and species' unique and potentially awkward physical requirements, making it challenging to use on a humanoid body. The wearer suffers ↓1 to Athletics and Acrobatics Skill Tests from the awkward and uncomfortable ways they must contort to use the armor until they Critically Succeed at a test using one of these two Skills while wearing the armor. If the wearer is a member of the culture or species represented by the Xenotech, they suffer no penalty.

ARMOR STATISTICS

The following table contains the statistics for a variety of new ***Power Rangers Roleplaying Game*** armor and updated rules for some existing armor.

TABLE 3-2: ARMOR

TYPE	CLASSIFICATION	DESCRIPTION	EFFECT	TRAITS
AUTOMATIC AVAILABILITY				
Android Synthidermis	Light Armor	Lifelike plastic skin that covers up a synthetic person's inner workings	Toughness +1	Silent, Xenotech
Horathi Skin Growths	Medium Armor	Natural calcium and silica growths on Horathi skin, protecting them from harm	Toughness +2	Silent, Xenotech
STANDARD AVAILABILITY				
NASADA Explorer Suit	Medium Armor	An armored astronautical suit for exploration	Toughness +2	Deflective, Enhance Skill (Alertness), Enviro-Sealed
Omega Armor	Medium Armor	Padded and subtle plated armor	Toughness +2	Deflective, Enviro-Sealed, Silent
Rescue Squad Armor	Medium Armor	Flexible, empowered armor with useful tool sockets	Toughness +2	Deflective, Modular (1)
S.P.D. Standard-Issue Armor	Light Armor	A basic energy-reflexive weave designed to protect internal organs from harm	Toughness +1	Deflective

TABLE 3-2.1: ARMOR (CONTINUED)

TYPE	CLASSIFICATION	DESCRIPTION	EFFECT	TRAITS
LIMITED AVAILABILITY				
Belter Rig	Medium Armor	A set of external cuffs and linked sections designed to help with physical labor	Toughness +2	Deflective, Enhance Skill (Brawn), Exo-Frame, Modular (3)
Eltarian Guardian Plate	Heavy Armor	Shining plate armor initially worn by the noble warriors of Eltar	Toughness +4	Bulwark (1), Deflective, Regal
S.P.D. S.W.A.T. Suit	Heavy Armor	A suit with enhanced padding and plating for dangerous police actions	Toughness +4	Deflective, Enhance Skill (Intimidation)
Titan War Rig	Ultra-Heavy Armor	A heavy exo-frame designed for frontline combat	Toughness +6	Bulwark (2), Deflective, Enhance Skill (Brawn, Might), Exo-Frame, Modular (2)
RESTRICTED AVAILABILITY				
Cog Shell Salvage	Medium Armor	Pieces of destroyed Machine Empire Cogs worn as armor	Toughness +2	Deflective, Modular (1)
Magna Defense Shell	Heavy Armor	The decorated plated power suit worn by the legendary Magna Defender	Toughness +4	Bulwark (1), Enhance Skill (Athletics), Enviro-Sealed, Regal
Mercurian Nanoflex	Light Armor	Filaments and spirals of protective mesh designed to liquify when a Mercurian does	Toughness +1, Evasion +1	Silent, Xenotech
Psycho Armor	Medium Armor	Modified Power Ranger armor that bears an aggressive look	Toughness +2	Deflective, Enhance Skill (Intimidation), Enviro-Sealed, Silent

Gear

This section introduces several new pieces of general equipment, many being items useful for adventures in the expanse of outer space, for Power Rangers to seek out and add to their requisitions.

Containment Card: This technological marvel is normally used by S.P.D. officers to capture and temporarily detain criminals and monsters in a digital state until their incarceration in a standard Delta Facility. When used, each containment card produces a picture on it of the being held within. Opening a containment card (to free its contents) without the proper incarceration scanner requires a successful **DIF 26 Technology Skill Test**.

Delta Enforcer: This device projects a short-range capture-and-confinement field to detain a subject in an empty containment card, which is loaded into the device before use. When this equipment is used on a Defeated being, a successful **DIF 15 Targeting Skill Test** envelops the target and captures them within the inserted card.

Delta Morpher: These special black-and-white colored Morphers, sometimes called S.P.D. Morphers, trigger an S.P.D. Ranger's Morphed form. The Delta Morpher also acts as an internally networked communicator, an identification docket, and a transmitter for a legally binding judgment from Delta Base. Some special versions of Delta Morphers exist, often a sign of a special office or duty within the agency.

Gridwide Communicator: A Gridwide Communicator works as both a long-range communications device and a universal translator. Its database holds nearly all known languages, but the GM can always decide a dialect or extremely rare tongue might be inaccessible.

Horathi Mining Fork: These handheld devices look like a battery-powered tuning fork. Horathi miners use them to sonically vibrate crystal veins until they are loose enough to remove with little effort. If used properly, all Skill Tests involving mining efforts, or disassembling anything crystalline or mineral-based, gain Edge.

Machine Scanner: A wrist-mounted wavelength scanner that uses Grid energy to look specifically for the kinds of mechanomantic energy emanated by the vessels and creations of the Machine Empire. With access to the readings from a machine scanner, the user has Edge on all Alertness Skill Tests to locate or track Machine Empire Threats.

Robotic Interactive Canine (R.I.C.): A robotic S.P.D. companion often used by officers in the field, it boasts a rudimentary artificial intelligence, up to 2 kits integrated in its chassis, and a storage area with a **DIF 26 Infiltration Skill Test** locking mechanism. It always comes standard with a Gridwide Communicator, S.P.D. Badges, and the ability to transform into canine cannon mode with offensive capabilities and an integrated Delta Enforcer module.

S.P.D. Badge: This device codes to an S.P.D. Ranger or officer's bio-signature to identify the bearer as active among the S.P.D. A badge may be required to use S.P.D. devices and access certain areas of Delta Base or similar branch facilities.

Xenotech Components: This is a collective grouping of strange and alien devices and tools that come in countless shapes, sizes, and forms based on their culture or world of origin. Each Xenotech Component is tied to a specific Skill, imposing ↓1 on Skill Tests using it. This penalty lasts until the character succeeds in its use, after which the Xenotech Component conveys ↑1 instead.

Zeo Crystal Shard: These rare, energized piece of a mighty Zeo crystal can be inserted into Morphers or Power Weapons. When applied to a Power Weapon, the user can activate any of the weapon's boosted effects.

Kits

EXPLORATION KIT

This kit contains everything useful for roaming the interstellar frontier, including water purification pouches, vitamin supplements, a broad-band wavelength scanner, local cartographic software, first aid tools, and a vac-sealed two-person bubble tent. An ergonomic and internally stabilized backpack holds these items.

XENO-SURVIVAL PACK

This kit includes everything needed to find or create food, water, and shelter designed for a specific alien environment. The kit also comes standard with a small translation device, a common phrase file, and an emergency comms beacon that connects to nearly any communications network.

Battlizers

This section details the legendary Battlizers, unique augmentative relics. A Ranger must first bond their Grid essence to a Battlizer; then, the Ranger can summon the relic when needed. Traditionally, most Battlizers bond easily to the Red Rangers' energies of the Ranger Spectrum, but any Morphin-Grid-connected Power Ranger can bond to a Battlizer.

Bonding to a Battlizer requires the Battlizer Access General Perk (see *General Perks* in Chapter 2 of this book). Ranger characters can gain the General Perk through level advancement, or a Game Master may grant it as a reward through play. A Ranger can summon and activate their bonded Battlizer once per scene by paying the listed Personal Power cost and spending a Standard action while Morphed.

This section only contains a few of the possible Battlizers that exist across the Morphin Grid, and future publications will also include new examples to augment your Power Rangers!

BATTLE WARRIOR

Personal Power Cost to Summon: 1

This Battlizer appears as a highly stylized gold-and-silver medieval armor that protects the Ranger. The armor consists of a chest piece, greaves, gauntlets, a helmet, and fiery wings.

One of the Morphin Grid's answers to the legendary knights of old, the Battle Warrior Battlizer is a suit of heavy armor in conjunction with an energized sword. While active, the Battle Warrior Battlizer grants the user a +4 deflective bonus to Toughness.

The Battlizer also gives the wearer the following Attack options:

Golden Sword (Might or Finesse): Reach, 2 Sharp damage; Anti-Tank; Critical Effect: 1 Fire damage

Battle Fire Saber (Might or Finesse): Range 5ft/10ft, 3 Fire damage; usable only once per scene; Critical Effect: 1 Fire damage

CLAWED ARMOR

Personal Power Cost to Summon: 3

When summoned, a set of armored gray anchor boots and a large gray torso apparatus fitted with claws and energy blasters wraps around the Ranger.

Once used by ancient Rangers to become centerpiece warriors of any ground combat, the Clawed Armor Battlizer turns a single Power Ranger into a one-person battle machine. While bonded, the Clawed Armor grants the user a +4 deflective bonus to Toughness. The internal sensors grant the wearer Edge on all Alertness Skill Tests.

The anchoring boots reduce the Ranger's Ground Movement rate by 5 feet and impose a Snag on all attempts to grapple, push, or forcefully move the wearer.

The Battlizer also gives the wearer the following Attack options:

Arm Claws (Might): Reach, 2 Sharp damage; Critical Effect: Stun 2; Multi-Weapon (2)

Laser-Guided Blasters (Targeting): Range 40ft/100ft, 2 Energy damage–Multiple (2) Targets (20ft cone); Accurate (↑1)

POWER WING

Personal Power Cost to Summon: 1

This Battlizer appears as a collapsible set of plated wings and an armored vest with a central power battery that pulses with Grid energy.

While bonded, the Power Wing increases the Ranger's current and maximum Personal Power Pool by 2. The activated Battlizer provides wings and a Defense bonus, granting the wearer 40 feet Aerial (Hover) Movement and a +3 deflective bonus to Toughness and Evasion Defenses.

FALCON ARMOR

Personal Power Cost to Summon: 3

An upper-body layer of armor covers the bonded Ranger, granting them access to a large set of metallic wings, an array of integrated missile tubes, and a limited force field generator.

While active, the Falcon Armor grants the user a +3 deflective bonus to Toughness. The internal force field generator can be triggered at the cost of 1 Personal Power and a Free action, increasing this bonus to +6 until the beginning of your next turn. The Falcon Armor also grants the wearer 60 feet Aerial (Hover) Movement.

Once per scene, the Battlizer can also make the following Attack:

Wing Missile Salvo (Targeting): Range 60ft/150ft, 2 Energy damage—Blast (15ft radius) OR 2 Energy damage—Multiple (4) Targets (30ft cone); Critical Effect: 1 Fire damage

SAVAGE WARRIOR

Personal Power Cost to Summon: 4

An armored vest with attached birdlike wings, golden bracers, and armored greaves appears on the bonded Power Ranger when called.

Filled with the raw fury of the wild spirits lost in the dark dimension, the Savage Warrior Battlizer combines several aspects of Animus, Lord of the Wildzords, to create a multi-purpose instrument of conflict. While active, the Savage Warrior grants the user a +2 deflective bonus to Toughness and Evasion Defense.

The Savage Warrior grants the wearer 45 feet Aerial (Hover) Movement. As a Free action, the wearer can remove the Aerial Movement ability to change the wings into a clasped shield in front of them, imposing a Snag on all Attacks the Ranger is aware of but requiring both hands to wield.

The Battlizer also gives the wearer the following Attack options:

Crystal Saber (Finesse): Reach, 2 Sharp damage; Accurate (↑1)

Chest Blast (Targeting): Range 30ft/70ft, 2 Energy damage; Critical Effect: Make an additional Chest Blast Attack immediately against the same target (maximum of 2 additional Attacks per turn)

S.P.D. BATTLIZER

Personal Power Cost to Summon: 1

One of the more common Battlizers, this Battlizer boosts the bonded Ranger's Morphin shell when summoned.

Unlike others, the S.P.D. Battlizer isn't a relic but a marvel of engineering. They were designed by the clever and inspiring Kat Manx. The standard S.P.D. Battlizer (sometimes called a Cyber Mode Battlizer) is a valuable addition to any S.P.D. Power Ranger asset or agent. While bonded, the S.P.D. Battlizer grants the user a +2 deflective bonus to Toughness and Evasion Defense.

The Battlizer also gives the wearer the following Attack option:

Energy Sword (Finesse): Reach, 1 Energy damage; Anti-Tank, Integrated; Critical Effect: Target suffers Snag on Attacks against the Battlizer's user until the end of their next turn.

TRANS-ARMOR CYCLE

Personal Power Cost to Summon: 4

An armored, sleek motorcycle that unfolds around the wearer to become a protective suit of weapon-laden armor.

The Trans-Armor Cycle uniquely offers a Ranger a mode of conveyance and a personal weapon system. The bonded user chooses which mode this armor appears in when summoned. The bonded wearer can switch between cycle mode and armor mode as a Standard action.

While in cycle mode, the wearer gains a +2 deflective bonus to both Toughness and Evasion Defense, has a Ground Movement rate of 50 feet, and can use the following Attack:

Tire Strike (Driving): Reach, 2 Blunt damage; Critical Effect: Knock Prone

While in armor mode, the wearer gains a +4 deflective bonus to Toughness Defense and two additional Free actions each turn, and the wearer can use the following Attack:

Laser Gauntlets (Targeting): Range 0ft, 1 Laser damage—Multiple (2) Targets (20ft cone); Critical Effect: the target gains the Blinded Condition until the end of attacker's next turn

Vehicles

Bringing the action to the stars requires more than just special suits, especially for explorers and would-be heroes who lack Zords modified for extra-planetary missions. The Morphin Grid doesn't stop where the atmosphere does, and several vehicles expand a Power Rangers team's options for where they can take their fight against the darkness.

This section details several vehicles used by allies and enemies from different agencies, cultures, and Power Ranger teams. These examples offer options for Power Rangers and anyone else ready for adventure amidst aliens, space frontiers, and more.

VEHICLE PERKS, POWERS, AND TRAITS

The following are new assets, like Powers or Traits, to apply to vehicles in the Essence20 Roleplaying System.

Aerospace: This vehicle can maintain thrust outside of a planetary atmosphere.

Combiner Core: Zords and other special pieces of equipment with the Combiner trait can attach to this vehicle. While it does not have any Megaform Abilities, it becomes the Core Body component of the new form as if it did.

Convertible: This vehicle has multiple forms or aspects that it can assume, as noted in its specific Traits section.

Instrument Array: Additional probes, scanners, and other electronic tools augment the crew's awareness of their surroundings while in this vehicle. If at least one member of the vehicle's crew dedicates a Free action to scanning the instrument array every turn, the vehicle gains Edge on all Alertness Skill Tests.

Gridjump: This vehicle's attunement to the Morphin Grid makes it capable of moving at tremendous interstellar speeds. When using Table 1–3: Space Travel to determine speed and events, Gridjump vehicles travel at >FTL speeds, and may re-roll the Events die but must accept the second result.

Shielded: A force field, shielding array, or other energy-based projection protects this vehicle. Each turn, the first listed number of Attacks or damaging effects against this vessel suffer a Snag.

Superstructure: While this vehicle still operates like a normal aerospace vehicle, it is too large to perform common maneuvers or commit Standard actions. The following adjustments are made to these vehicles:

- All Attacks target its Toughness Defense, regardless of source.
- It possesses three times the normal amount of Health.
- Its Smarts and Social Essence scores represent its crew and technological systems.
- Its Attacks do not suffer any modifiers (penalty or bonus) due to Size.
- This vehicle moves normally at the Orbit speed (as listed on Table 1–3: Space Travel).
- Space Travel Speed: Most commonly set at Baseline (as listed on Table 1–3: Space Travel), this is the maximum speed the vehicle can use in long-distance space travel.
- Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and the endless cold of outer space.

Aeronaut Shell

Living creatures use this basic survival and transportation suit to safely outside a space vessel. Aeronauts of various kinds, space engineers, repair crews, and salvage experts prize this suit's ability to maneuver and operate in the vacuum of space.

THREAT LEVEL: 1

SIZE: Large **HEALTH:** 2

MOVEMENT: 15ft Ground; 25/5ft Aerial **SPACE TRAVEL SPEED:** N/A

STRENGTH: 7 **SPEED:** 1
SMARTS: — **SOCIAL:** —

TOUGHNESS: 18 **EVASION:** 11
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Brawn +d6
- Conditioning +1
- Might (Clamps) +d4*
- Targeting +d2

PERKS

Crew: 1 driver

Hardpoint Weapons: None

Firepoints: 0. The pilot can use personal weapons with ↓1 due to the suit's mobility limitations.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Aerospace, Amphibious, Vehicle, Wearable, Zero-G

Aerospace: The Aeronaut Shell can maintain thrust outside a planetary atmosphere.

Amphibious: This counts as both a land and sea vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

Wearable: The crew of this personal vehicle wears it rather than rides it. Attacks can target the crew or the vehicle equally, rolling against the Defenses of the target.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and the endless cold of outer space.

ATTACKS

Clamp (Might): +d4*; Reach (1 Blunt damage)

Critical Effect: Target is Grappled.

Astro Megaship

Designed by Zordon and Alpha 5 on the distant world of Eltar, this enormous vessel served as a mobile base of operations for several spacefaring Power Ranger teams while they fought against the United Alliance of Evil. It is a capable wartime vessel, but its primary utility lies in its powerful greater-than-FTL engines to serve as an intergalactic transport for Rangers and Zords.

THREAT LEVEL: 10

SIZE: Extended III **HEALTH:** 14

MOVEMENT: 60ft; 40 ft Aerial **SPACE TRAVEL SPEED:** ›FTL

STRENGTH: 14 **SPEED:** 12
SMARTS: — **SOCIAL:** —

TOUGHNESS: 28 **EVASION:** 22
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Acrobatics (Aerospace) +d4*
- Brawn (Cargo) +d12*
- Conditioning +4
- Driving (Autopilot) +d6*
- Initiative +d4
- Targeting (Turrets) +d6*

PERKS

Crew: 1 driver, up to 4 co-pilots, fits 15-20 passengers comfortably

Carry: 1 Megatank and up to 6 Huge-size personal transportation devices.

Hardpoint Weapons: Dual Laser Turrets (2); Ion Cannons (2)

Firepoints: 0

Defenses: Heavy Plating (+4 plating to Toughness)

Traits: Advanced Autopilot, Aerospace, Air, Combiner Core, Gridjump, Instrument Array, Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Astro Megaship is capable of maintaining thrust outside of a planetary atmosphere.

Air: The Astro Megaship is an air vehicle.

Combiner Core: This vehicle can have Zords and other special pieces of equipment with the Combiner trait attach to it. While it does not have any Megaform Abilities of its own, it becomes the Core Body component of the new form as if it did.

Gridjump: This vehicle's attunement to the Morphin

Grid makes it capable of moving at tremendous interstellar speeds. When using Table 1–3: Space Travel to determine speed and events, Gridjump vehicles travel at ›FTL speeds, and may re-roll the Events die but must accept the second result.

Instrument Array: This vehicle has additional probes, scanners, and other electronic tools used to augment the crew's awareness of its surroundings. As long as at least one member of the vehicle's crew dedicates a Free action every turn, the entire vehicle gains Edge on all Alertness Skill Tests.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving Skill or the vehicle's Targeting Skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

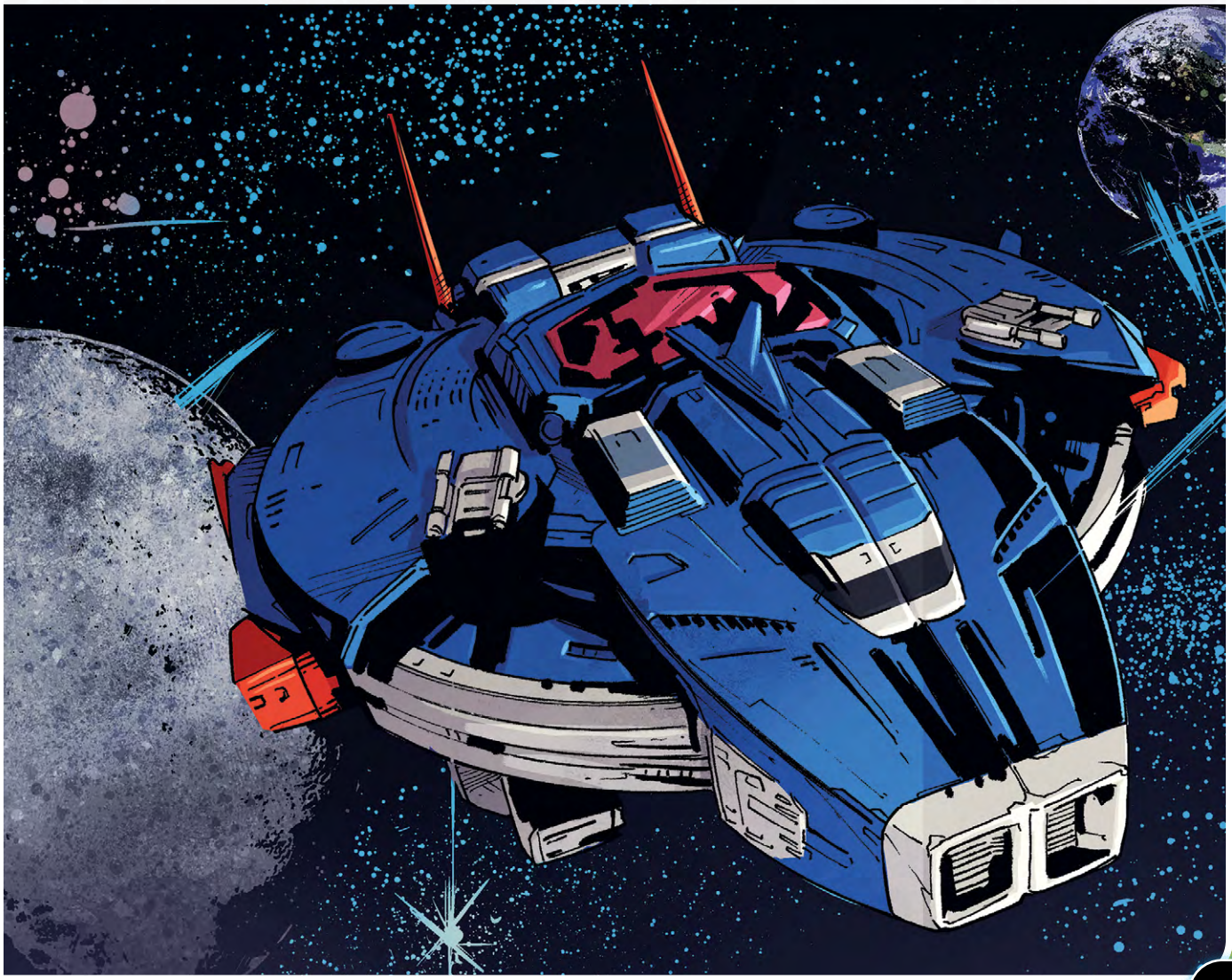
ATTACKS

Dual Laser Turret (Targeting): +d6*, Range 150ft/500ft (2 Laser damage—Multiple [2] Targets [150ft])

Ion Cannon (Targeting): +d6, Range 100ft/300ft (4 Energy damage)

Critical Effect: Halves (round up) target's Movement until end of their next turn

Traits: Accurate (↑1), Anti-Tank, Targeting System, Wrecker



Delta Patrol Cycle

The standard personal transport for S.P.D. agents and Rangers, this sleek and fast motorcycle is equipped with bright emergency flashers and loud siren-like claxons. The cycle comes in a variety of configurations.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 5

MOVEMENT: 60ft Ground

STRENGTH: 6 **SPEED:** 3
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 **EVASION:** 13
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Brawn +d2
- Conditioning +3
- Might +d4
- Infiltration +d2
- Initiative +d4

PERKS

Crew: 1 driver

Hardpoint Weapons: Laser Array

Firepoints: 1. The driver can attack with any one-handed weapon.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Integrated Storage, Land, Vehicle

Integrated Storage: The Delta Patrol Cycle has a secure compartment to store important items such as evidence or containment cards and can only be opened by someone with a valid S.P.D. badge (or a **DIF 28 Technology Skill Test**).

Land: The Delta Patrol Cycle is a land vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

Laser Array (Targeting): Driver's Targeting, Range 60ft/100ft (2 Laser damage)

Traits: Integrated

Ram (Might): +d4, Reach (2 Blunt damage to 1 Target or 1 Blunt damage to 2 Targets)

Alternate Effect: Trip

Traits: Blunt, Drive-By

Jet Jammer

Jet Jammers are one-person, anti-gravity landing craft designed for launch from low orbit. Once the Power Rangers use them to reach the surface of a planet, Jet Jammers serve as a dependable mode of transport while there. While not connected to any specific Ranger or driver, Jet Jammers are often color-coded to their drivers and conform to their needs.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 6

MOVEMENT: 60ft/15ft Aerial **SPACE TRAVEL SPEED:** N/A

STRENGTH: 7 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 18 **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Acrobatics (Aerospace) +d4*
- Brawn +d2
- Conditioning +3
- Might +d4
- Initiative +d4

PERKS

Crew: 1 driver

Hardpoint Weapons: Spark Cannon

Firepoints: 1. The driver can attack with any one-handed weapon

Defenses: Light Plating (+1 plating to Toughness)

Traits: Aerospace, Air, Vehicle, VTOL

Aerospace: The Jet Jammer can maintain thrust outside of a planetary atmosphere.

Air: The Jet Jammer is an air vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

ATTACKS

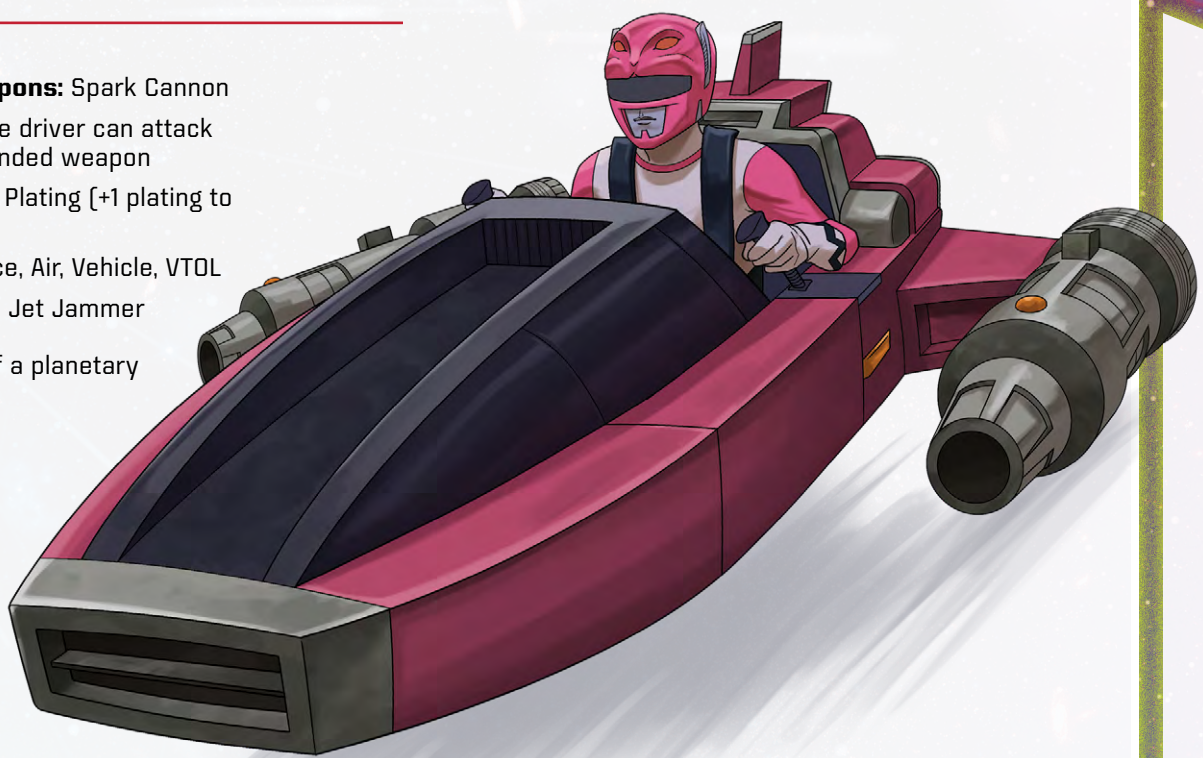
Spark Cannon (Targeting): Driver's Targeting, Range 40ft/90ft (2 Energy damage)

Traits: Integrated

Ram (Might): +d4, Reach (2 Blunt damage to 1 Target or 1 Blunt damage to 2 Targets)

Alternate Effect: Trip

Traits: Blunt, Drive-By



Lightspeed Cycle

The Lightspeed Cycle is a fast-response vehicle designed to go wherever a Ranger needs. The vehicle of choice for speed, the Lightspeed Cycle is lightly armed and armored and comes with a detachable sidecar for a passenger or storage.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 5

MOVEMENT: 70ft Ground

STRENGTH: 4 **SPEED:** 6
SMARTS: — **SOCIAL:** —

TOUGHNESS: 16 **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Acrobatics +d4
- Brawn +d2
- Conditioning +3
- Might +d4
- Initiative +d6

PERKS

Crew: 1 driver (+1 passenger if equipped with sidecar)

Hardpoint Weapons: Laser Array (sidecar has Blaster Array)

Firepoints: 1. The driver can attack with any one-handed weapon (+1 passenger if equipped with a sidecar, who can have a two-handed weapon).

Defenses: Medium Plating (+2 plating to Toughness)

Traits: Land, Shielded (1), Vehicle

Land: The Lightspeed Cycle is a land vehicle.

Shielded (1; only with sidecar): The first Attack or damaging effect that targets the vehicle each round suffers an automatic Snag.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

Laser Array (Targeting): Driver's Targeting, Range 60ft/100ft (2 Laser damage)

Traits: Integrated

Ram (Might): +d4, Reach (2 Blunt damage to 1 Target or 1 Blunt damage to 2 Targets)

Alternate Effect: Trip

Traits: Blunt, Drive-By

(**Optional) Sidecar Blaster Array (Targeting):** Passenger's Targeting, Range 40ft/90ft (2 Energy damage—Multiple [2] Targets [40ft])

Traits: Integrated

Machine Empire Quadrafighter

The primary attack craft of the Machine Empire, the Quadrafighter is a high-speed, hit-and-run fighter craft piloted by specially outfitted Cogs. Non-Cogs can also pilot a Quadrafighter, and an advanced autopilot allows the vehicle to function independently. Designed for combat in any environment, Quadrafighters serve the Empire in space, air, underwater, or, through a conversion process that uses its flexible limbs for locomotion, as a walking ground vehicle.

THREAT LEVEL: 4

SIZE: Huge **HEALTH:** 5

MOVEMENT: 30ft Ground; 80ft/20ft Aerial and Aquatic **SPACE TRAVEL SPEED:** Orbit

STRENGTH: 5 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 15 **EVASION:** 17
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Brawn +d2
- Conditioning +1
- Driving (Autopilot) +d4*
- Might (Limb-Thrust) +d4*
- Targeting (Blasters) +d6*

TRAITS

Crew: 1 driver, 1 co-pilot

Hardpoint Weapons: Flexible Multi-Limbs (4), Paired Energy Ring Blasters (2)

Firepoints: 0

Defenses: Mechanomantic Shielding (inflicts a Snag on energy- or element-based Attack rolls)

Traits: Advanced Autopilot, Aerospace, Air, Amphibious, Convertible, Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Quadrafighter can maintain thrust outside of a planetary atmosphere.

Air: The Quadrafighter is an air vehicle.

Amphibious: This counts as both a land and sea vehicle.

Convertible: The Quadrafighter can spend a Standard action to convert from its flying mode to its walking mode, altering its Movement type and allowing for alternate attack methods.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving Skill or the vehicle's Targeting Skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

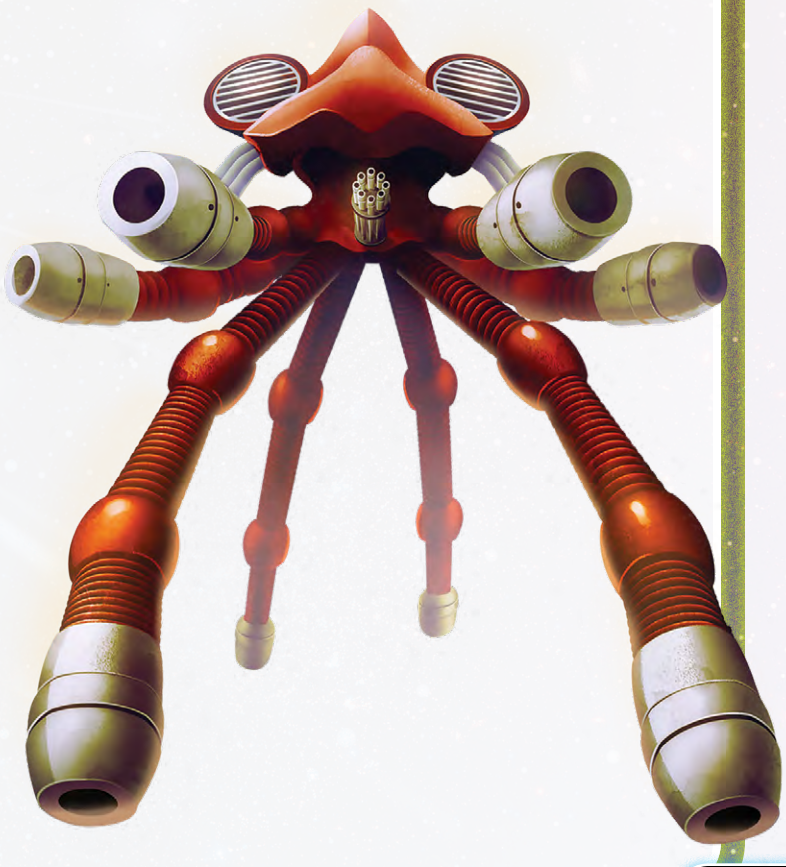
Multi-Limb Thrust (Might): +d4*, Reach (2 Blunt damage)

Requirements: Walking mode only

Traits: Blunt

Energy Ring Blasters (Targeting): +d6*, Range 100ft/400ft (2 Energy damage)

Traits: Armor Piercing, Multi-Weapon (2)



NASADA Explorer Shuttle

A marvel of human ingenuity and Morphin Grid tech samples, this sleek shuttle serves as the primary advanced space vessel used by the Earth-native National Aeronautics and Space Administration Discovery Agency (NASADA).

THREAT LEVEL: 4

SIZE: Extended **HEALTH:** 4

MOVEMENT: 15ft Ground; 50ft/30ft Aerial
SPACE TRAVEL SPEED: Baseline

STRENGTH: 7 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Brawn +d6
- Driving (Autopilot) +d4*
- Might +d4
- Targeting +d4

PERKS

Crew: 1 driver, up to 4 co-pilots, up to 5 passengers

Hardpoint Weapons: Tactical Defense Guns (4)

Firepoints: 0

Defenses: Heat Shielding (Resistance to Fire and Laser damage)

Traits: Advanced Autopilot, Aerospace, Air, Vehicle, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The NASADA shuttle can maintain thrust outside of a planetary atmosphere.

Air: The NASADA shuttle is an air vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS:

Clamp Extension (Might): +d4, Reach ×2 (1 Blunt damage)

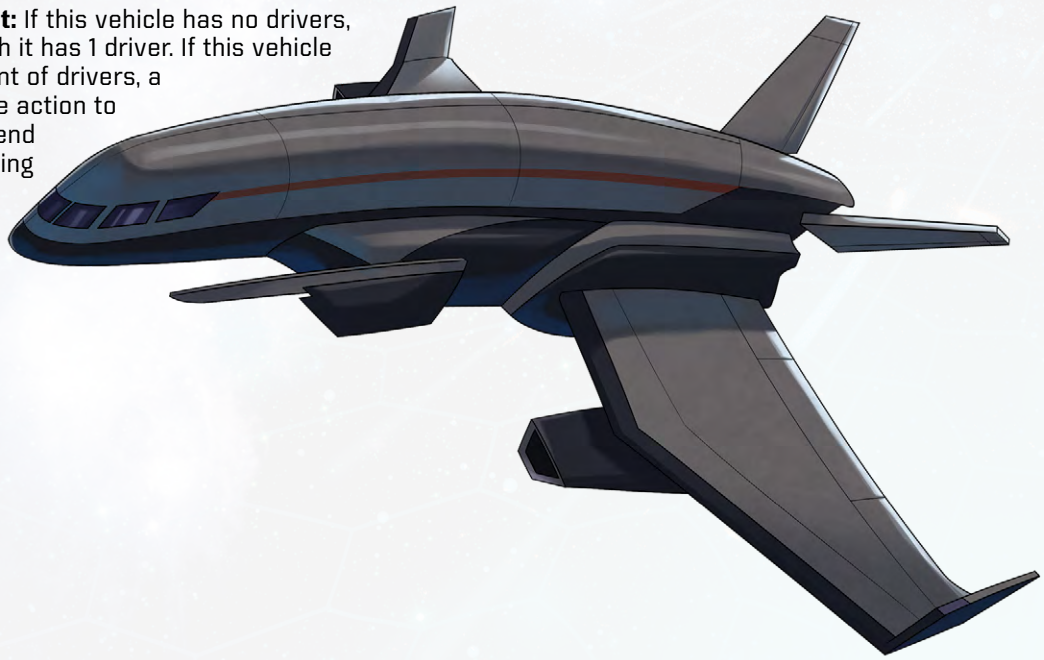
Critical Effect: Target is Grappled.

Traits: Blunt

Tactical Defense Guns (Targeting): +d4, Range 35ft/70ft (1 Blunt damage)

Critical Effect: Inflicts Snag on target's next Attack roll

Traits: Accurate (↑1), Blunt



Psycho Mothership

Based upon the terrifying technology used in Ecliptor's Dark Fortress and Astronema's Sphinx Ship, the flying citadel and base of operations for the Psycho Rangers is as mighty as any of its forebears. A flat gray and monstrous shadow that blots out the sky, the sight of the Psycho Mothership in orbit causes fear in the inhabitants of any planet it visits. Within, the Psycho Mothership provides a fully self-contained ecosystem that can build, grow, train, and prepare its masters and their allies for their dark missions and beyond.

THREAT LEVEL: 16

SIZE: Titanic **HEALTH:** 22

MOVEMENT: 60ft/40ft Aerial **SPACE TRAVEL SPEED:** FTL

STRENGTH: 15 **SPEED:** 11
SMARTS: 8 **SOCIAL:** 4

TOUGHNESS: 29 **EVASION:** 21
WILLPOWER: 18 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d4
- Alertness +d6
- Animal Handling +d6
- Brawn +d12
- Conditioning +6
- Driving (Autopilot) +d8*
- Initiative +d4
- Targeting (Lasers, Torpedoes) +d8*
- Technology (Xenotech) +d8*

PERKS

Crew: 2 drivers, up to 4 co-pilots, fits 20–30 passengers comfortably

Carry: Up to 6 Extended II-size vehicles

Hardpoint Weapons: Mass-Impeller Cannons (4), Quad Laser Turrets (3), Void Torpedo Rack

Firepoints: 0

Defenses: Heavy Plating (+4 plating to Toughness)

Traits: Advanced Autopilot, Aerospace, Air, A.I., Instrument Array, Shielded (3), Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Psycho Mothership can maintain thrust outside of a planetary atmosphere.

Air: The Psycho Mothership is an air vehicle.

A.I.: This vehicle has Smarts and Social Essence Scores as well as Willpower and Cleverness Defenses. Whether truly A.I. or an actual sentient being, this is the trait for all vehicles that have these Essence Scores. The vehicle can be targeted with mind-affecting effects, although it is still immune to fear. Its driver's Willpower and Cleverness can still be targeted. On the vehicle's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to Lend Assistance to its crew, along with any Free actions available to the crew from other vehicle Perks, Powers, and Traits.

Instrument Array: This vehicle has additional probes, scanners, and other electronic tools used to augment the crew's awareness of its surroundings. As long as at least one member of the vehicle's crew dedicates a Free action every turn, the vehicle gains Edge on all Alertness Skill Tests.

Shielded (3): The first 3 Attacks or damaging effects that target the vehicle each round suffer an automatic Snag.

Targeting System: The driver can Attack with this weapon as a Free action, using their Driving Skill or the vehicle's Targeting Skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS:

Mass Impeller Cannon (Targeting): +d8, Range 60ft/200ft (4 Energy damage)

Critical Effect: Halves (round up) target's Movement until end of their next turn

Traits: Accurate (↑1), Anti-Tank, Targeting System, Wrecker

Quad Laser Turret (Targeting): +d8*, Range 150ft/500ft (2 Laser damage—Multiple [4] Targets [150ft])

Void Torpedo (Targeting): +d8*, Range 200ft/400ft (4 Void damage); usable 4/scene

Traits: Accurate (↑1), Targeting System

Silver Cycle

This modified all-terrain jet cycle unique to Silver Rangers helps bring them wherever they need to go in a hurry. When a Silver Ranger must take to the air, this vehicle transforms into a Galaxy Glider.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 5

MOVEMENT: 50ft Ground

STRENGTH: 3 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 15 **EVASION:** 17
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Acrobatics +d6
- Conditioning +3
- Might +d4
- Initiative +d6

PERKS

Crew: 1 driver

Hardpoint Weapons: Laser Array

Firepoints: 1. The driver can attack with any one handed weapon.

Defenses: Medium Plating (+2 plating to Toughness)

Traits: Convertible, Land, Vehicle

Convertible: The Silver Cycle can, as a Standard action, convert to and from its cycle mode and a Galaxy Glider form (see page 125 of the ***Power Rangers Roleplaying Game Core Rulebook***).

Land: The Silver Cycle is a land vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

Laser Array (Targeting): Driver's Targeting, Range 60ft/100ft (2 Laser damage)

Traits: Integrated

Ram (Might): +d4, Reach (2 Blunt damage to 1 Target or 1 Blunt damage to 2 Targets)

Alternate Effects: Trip

Traits: Blunt, Drive-By

Space Base

Built by the villainous General Havoc on orders from his superior in the United Alliance of Evil, Divatox, the dark and twisted Space Base lurks in the cosmos and serves the monstrous needs of the Alliance. It bears no other name, for they never cared to give it one, and enemies that see it are rarely heard from again. Its masters constantly tinker with its capabilities, but it always remains a central point for evil.

THREAT LEVEL: 15

SIZE: Titanic (Superstructure) **HEALTH:** 54

MOVEMENT: N/A **SPACE TRAVEL SPEED:** Orbit

STRENGTH: 18 **SPEED:** 6
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 28 **EVASION:** 16
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d8
- Brawn +d12
- Driving (Orbit) +d10*
- Initiative +d2
- Streetwise +d6
- Targeting (Lasers) +d10*
- Targeting (Torpedo) +d10*
- Technology +d10

PERKS

Crew: 3 drivers, up to 10 co-pilots, fits 150–200 passengers comfortably

Carry: Up to 8 Extended II-size vehicles; up to 5 Towering creatures or vehicles OR up to 2 Titanic creatures or vehicles

Hardpoint Weapons: Enlargement Torpedo Tube, Neutron Laser, Twin Laser Turrets (8), War-Flak Cannons (6)

Firepoints: 0

Traits: Aerospace, A.I., Instrument Array, Superstructure, Targeting System, Vehicle, Zero-G

Aerospace: The Space Base is capable of maintaining thrust outside of a planetary atmosphere.

A.I.: This vehicle has Smarts and Social Essence Scores, as well as Willpower and Cleverness Defenses. Whether truly A.I. or an actual sentient being, this is the trait for all vehicles that have these Essence Scores. The vehicle can be targeted with mind-affecting effects, although it is still immune to fear. Its driver's Willpower and Cleverness can still be targeted. On the vehicle's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to Lend Assistance to its crew, along with any Free actions available to the crew from other vehicle Perks, Powers, and Traits.

Instrument Array: This vehicle has additional probes, scanners, and other electronic tools used to augment the crew's awareness of its surroundings. As long as at least one member of the vehicle's crew dedicates a Free action every turn, the entire vehicle gains Edge on all Alertness Skill Tests.

Superstructure: This vehicle is a massive space-station-sized vehicle. See the Superstructure trait on page 87 for its special rules.

Targeting System: The driver can Attack with this weapon as a Free action, using their own Driving Skill or the vehicle's Targeting Skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

Enlargement Torpedo (Targeting): +d10*, Range 400ft/800ft (allied creatures assume "Grown" State, if any; Blast: 10ft radius); usable 1/scene

Traits: Accurate (↑2)

Neutron Laser (Targeting): +d10*, Range 200ft/500ft (10 Laser damage)

Traits: Anti-Tank, Inaccurate (↓2), Targeting System, Wrecker

Twin Laser Turret (Targeting): +d10*, Range 150ft/500ft (2 Laser damage—Multiple [2] Targets [150ft])

War-Flak Cannons (Targeting): +d10, Range 75ft/150ft (1 Sharp damage)

Critical Effect: Inflicts Snag on target's next Attack roll

Traits: Targeting System

Sphinx Cruiser

The flagship of the Princess of Evil, Astronema, the Sphinx Cruiser's void-fueled wyrmhole system ensures it can appear anywhere at a moment's notice. Its vast cargo hold stores monstrous armies, and the sinister weapons it brings to bear cut through enemy hulls like butter.

THREAT LEVEL: 12

SIZE: Extended III **HEALTH:** 17

MOVEMENT: 50ft/30ft Aerial **SPACE TRAVEL SPEED:** ›FTL

STRENGTH: 10 **SPEED:** 10
SMARTS: 4 **SOCIAL:** 6

TOUGHNESS: 24 **EVASION:** 20
WILLPOWER: 14 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d4
- Brawn (Cargo) +d10*
- Conditioning +5
- Driving (Autopilot) +d6*
- Initiative +d4
- Targeting (Blasters) +d8*

PERKS

Crew: 1 driver, up to 2 co-pilots, fits 10–15 passengers comfortably

Carry: Up to 4 Extended-size creatures or vehicles

Hardpoint Weapons: Claw Blasters (2), Stinger Cannon

Firepoints: 0

Defenses: Heavy Plating (+4 plating to Toughness)

Traits: Advanced Autopilot, Aerospace, A.I., Instrument Array, Targeting System, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Astro Megaship can maintain thrust outside of a planetary atmosphere.

A.I.: This vehicle has Smarts and Social Essence Scores, as well as Willpower and Cleverness Defenses. Whether truly A.I. or an actual sentient being, this is the trait for all vehicles that have these Essence Scores. The vehicle can be targeted with mind-affecting effects, although it is still immune to fear. Its driver's Willpower and Cleverness can still be targeted. On the vehicle's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to Lend Assistance to its crew, along with any Free actions available to the crew from other vehicle Perks, Powers, and Traits.

Instrument Array: This vehicle has additional probes, scanners, and other electronic tools used to augment the crew's awareness of its surroundings. As long as at least one member of the vehicle's crew dedicates a Free action every turn, the vehicle gains Edge on all Alertness Skill Tests.

Targeting System: The driver can Attack with this weapon as a Free action, using their own Driving Skill or the vehicle's Targeting Skill, if it has one, for the Skill Test.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

Claw Blasters (Targeting): +d8*, Range 60ft/150ft (2 Energy damage—Multiple [2] Targets [60ft])

Satillaser Enlargement Blasters (Targeting): +d8*, Range 500ft/1000ft (allied creatures assume "Grown" State, if any; Blast: 10ft radius); usable 1/scene

Traits: Accurate (↑2)

Stinger Cannon (Targeting): +d8, Range 90ft/200ft (4 Energy damage)

Critical Effect: Target's attacks next turn suffer Snag.

Traits: Accurate (↑1), Anti-Tank, Targeting System

Subcraft

A truly alien and mysterious creation, Divatox's dreaded Subcraft allows her and her pirate crews to prey upon planets in all four corners of the universe. The Subcraft uses a unique hydro-portation drive which allows it to dive into one liquid terrain and surface in another, perhaps thousands of light-years away!

THREAT LEVEL: 10

SIZE: Extended II **HEALTH:** 10

MOVEMENT: 40ft Aquatic; 40ft/20ft Aerial
SPACE TRAVEL SPEED: ‹FTL

STRENGTH: 12 **SPEED:** 8
SMARTS: — **SOCIAL:** —

TOUGHNESS: 23 **EVASION:** 18
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Athletics +d4
- Brawn +d6
- Driving (Autopilot) +d6*
- Might +d8
- Targeting (Torpedo) +d8*

PERKS

Crew: 1 driver, up to 3 co-pilots

Carry: 50-75 passengers; up to 3 Huge size creatures or vehicles, up to 10 prisoners

Hardpoint Weapons: Enlargement Torpedo Tube, Shattershell Torpedo Tubes (2)

Firepoints: 0

Defenses: Light Plating (+1 plating to Toughness)

Traits: Advanced Autopilot, Aerospace, Hydro-portation, Sea, Vehicle, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Subcraft shuttle can maintain thrust outside of a planetary atmosphere.

Hydro-portation: This vehicle can move across vast amounts of space, so long as it has an exit point made of water or similar liquid. This allows the vessel to, in these special circumstances, always generate a Perfect Journey for Space Travel.

Sea: The Subcraft is an aquatic vehicle.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

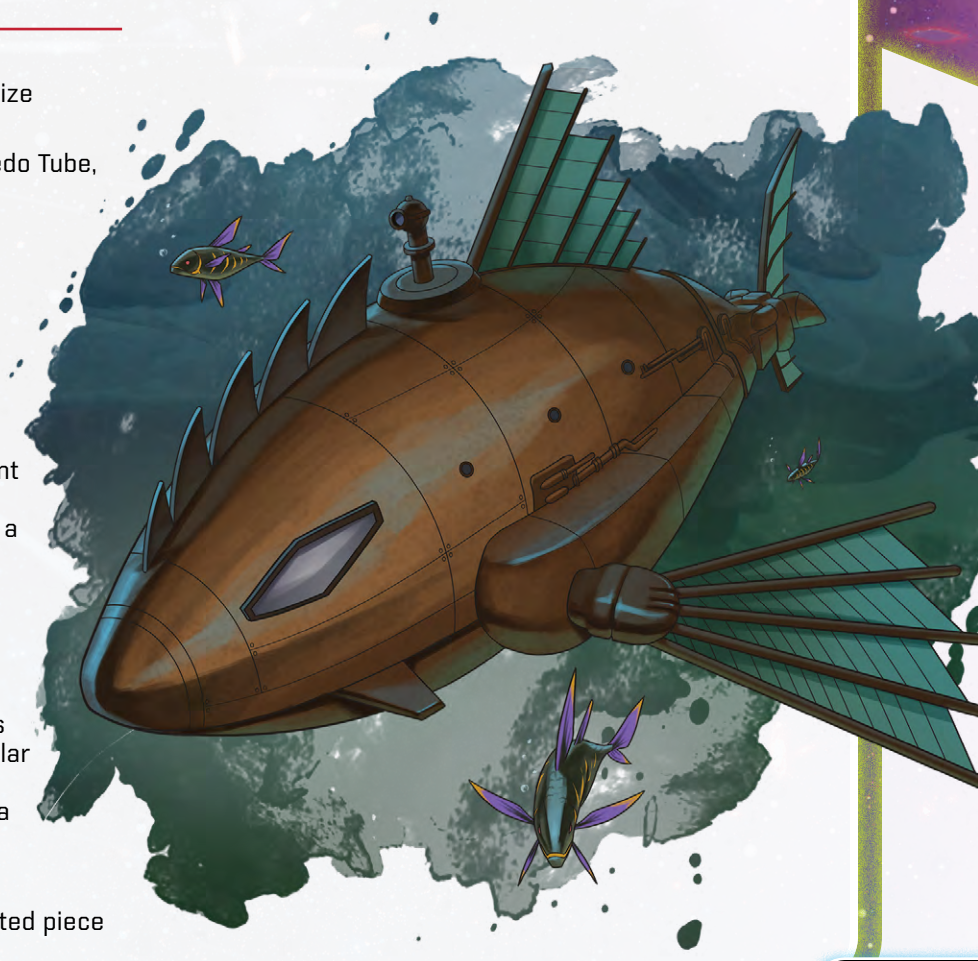
ATTACKS

Enlargement Torpedo (Targeting): +d8*, Range 200ft/400ft (allied creatures assume "Grown" State, if any; Blast: 10ft. radius); usable 1/scene

Traits: Accurate (↑2)

Shattershell Torpedo (Targeting): +d8*, Range 200ft/400ft (3 Sonic damage); usable 4/scene

Traits: Accurate (↑1), Anti-Tank



S.W.A.T. Command Truck

The heavy response vehicle used by the S.P.D., the S.W.A.T. Command Truck is an armored urban assault vehicle. Built for direct conflict situations where S.P.D. will come under fire while capturing, arresting, and transporting criminal targets, these bulky mobile command units break up ugly situations quickly.

THREAT LEVEL: 5

SIZE: Long **HEALTH**: 8

MOVEMENT: 45ft Ground

STRENGTH: 10 **SPEED:** 6
SMARTS: — **SOCIAL:** —

TOUGHNESS: 24 **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Alertness +d6
- Brawn +d6
- Conditioning +3
- Driving +d4
- Initiative +d2
- Might (Ram) +d6*

PERKS

Crew: 1 driver, up to 6 passengers

Hardpoint Weapons: Sonic Blaster

Firepoints: 3. Up to three passengers can open ports and attack with any weapon.

Defenses: Heavy Plating (+4 plating to Toughness)

Traits: Integrated Storage, Land, Sensors, Vehicle

Integrated Storage: The S.W.A.T. Command Truck has a large secure compartment to store important items such as evidence or containment cards and can only be opened by someone with a valid S.P.D. badge (or a **DIF 28 Technology Skill Test**). It normally contains 4 slip-on suits of S.P.D. S.W.A.T. armor, 4 Delta Max Strikers, and 1 Delta Enforcer.

Land: The S.W.A.T. Command Truck is a land vehicle.

Sensors: This vehicle can invest Ranks into the Alertness Skill, even without a Smarts Essence Score.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

Sonic Blaster (Targeting): Driver's Targeting, Range 40ft/80ft (2 Sonic damage)

Alternate Effect: Stun 2—Blast: 5ft radius

Traits: Anti-Tank, Integrated

Reinforced Ram (Might): +d6*, Reach (3 Blunt damage to 1 Target or 1 Blunt damage to 3 Targets)

Alternate Effects: Trip

Traits: Blunt, Drive-By

Uniforce Cycle

This advanced model of the Delta Patrol Cycle was first seen when the Omega Ranger slipped back in time to help the S.P.D. of the present. This single-wheeled emergency response vehicle is gyro-stabilized and modified to protect its rider with an invisible energy discharge. Able to be efficiently steered by using only body weight, this remarkable machine can even allow the rider to use both hands for combat purposes.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 4

MOVEMENT: 60ft Ground

STRENGTH: 5 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 16 **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Acrobatics +d4
- Brawn +d2
- Conditioning +2
- Might +d4
- Initiative +d4

PERKS

Crew: 1 driver

Firepoints: 1. The driver can attack with any one-handed weapon OR attack with a two-handed weapon by suffering ↓1 to Driving Skill Tests until the beginning of their next turn.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Integrated Storage, Land, Shielded (1), Vehicle

Integrated Storage: The Uniforce Cycle has a secure compartment to store important items such as evidence or containment cards and can only be opened by someone with a valid S.P.D. badge (or a **DIF 28 Technology Skill Test**).

Land: The Uniforce Cycle is a land vehicle.

Shielded (1): The first Attack or damaging effect that targets the vehicle each round suffers an automatic Snag.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all Attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

Ram (Might): +d4, Reach (2 Blunt damage to 1 Target or 1 Blunt damage to 2 Targets)

Alternate Effects: Trip

Traits: Blunt, Drive-By

Venjix Drone

Grinders commonly pilot these mass-produced drone attack craft infected with the Venjix Virus. Resembling mechanical insects, mantids, and occasionally frogs, Venjix Drones fire laser beams on two wavelengths and can convert into a ground mode for land assaults in seconds.

THREAT LEVEL: 3

SIZE: Huge **HEALTH:** 4

MOVEMENT: 35ft Ground; 70ft/20ft Aerial
SPACE TRAVEL SPEED: Orbit

STRENGTH: 3 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 15 **EVASION:** 17
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Brawn +d2
- Conditioning +1
- Driving (Autopilot) +d4*
- Might +d2
- Targeting (Lasers) +d6*

PERKS

Crew: 1 driver

Hardpoint Weapons: Amber Laser Emitter, Crimson Laser Emitter

Firepoints: 0

Defenses: Medium Plating (+2 plating to Toughness)

Traits: Advanced Autopilot, Aerospace, Air, Convertible, Self-Repair, Vehicle, VTOL, Zero-G

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Aerospace: The Venjix Drone can maintain thrust outside of a planetary atmosphere.

Air: The Venjix Drone is an air vehicle.

Convertible: The Venjix Drone can spend a Standard action to convert from its flying mode to its walking mode, altering its Movement type and allowing for alternate attack methods.

Self-Repair: If the has not taken any damage since the end of its last turn, the Venjix Drone may spend its Standard action to regain 1 Health.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it is considered a Threat Level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to effects that exclusively affect the living, like poison or mind control, but it is susceptible to effects that target machines, such as Anti-Tank weapons. Damage to a vehicle can be fixed with a Standard engineering kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically.

Zero-G: This vehicle is sealed and protected from the harsh forces of vacuum and endless cold of outer space.

ATTACKS

Amber Laser Emitter (Targeting): +d6*, Range 80ft/300ft (1 Laser damage)

Critical Effect: Reduces Target's Armor bonuses by 1 until the end of the scene

Crimson Laser Emitter (Targeting): +d6*, Range 80ft/300ft (2 Laser damage)

Limb/Wing Bash (Might): +d4, Reach (1 Blunt damage)

Zords and Zord Features

Of all the tools and boons granted to the Power Rangers by the nigh-infinite energies of the Morphin Grid, some of the most recognizable and ultimately powerful are the Zords. Coming in many different shapes, sizes, and classifications, the wide world of Zords is only limited by the Rangers' imagination and prowess.

This chapter contains expanded rules for creating and altering the Power Rangers' Zords, new ways to combine into an awesome Megaform, and numerous examples of Zords from existing Power Ranger lore.

Automatic Zord Features

As the ***Power Rangers Roleplaying Game*** expands, new opportunities for Power Ranger teams and settings offer new and uniquely styled Zords. Expanding the list on page 134 of the ***Power Rangers Roleplaying Game Core Rulebook***, Zords on the following teams gain the listed Zord features automatically; those listed with an asterisk (*) are new Zord features found in this book.

- **Delta Max Zords:** Crew Compartment, R.R.R.*
- **Galactazords:** Megafauna*, Zero-G
- **Omega Powered Zords:** Targeting Suite*, Zero-G
- **Rescuezords:** Upgraded Zord (Rescue Upgrade), Warrior Mode
- **Solarzords:** Voidshield*, Zero-G

New Zord Features

The following Zord Features are accessible to all ***Power Rangers Roleplaying Game*** characters to build or augment their Zords as they gain the opportunity to do so.

ANTI-ARMOR (ATTACK)

One of your Zord's attacks rips through the armored layers of its enemies to inflict devastating damage. One of the Zord's attacks gains the Anti-Tank and Wrecker weapon traits and the special trait "Critical Effect: Reduces Target's Armor by 2 for the remainder of the scene."

LIGHTSPEED BOOST

Prerequisite: Ranger must have the Lightspeed Response Perk

Augmented with a portion of the power found within the Light of Orion, the Zord shines with a halo of goodness itself. Increase its Health by 2 and choose one of the following special powers to add to its arsenal.

- **Aeronautic:** Gain Aerial Movement of 40ft and a +2 bonus to Evasion while in flight.
- **Aquatic:** Gain Aquatic Movement of 40ft and a +2 bonus to Evasion while submerged.
- **HAZMAT:** Gain Resistance to two types OR Immunity to one type of damage from the following list: Acid, Cold, Electricity, Poison, or Sonic.
- **Medical:** Add 10 feet to all existing Movement types and grant ↑2 to any Science or Technology Skill Tests to perform first aid, wound treatment, or mechanoid repairs performed by the Zord or its pilot and crew.
- **Pyrotechnic:** Gain Immunity to Fire damage and can use a Standard action to extinguish a 20 foot × 20 foot area of burning targets or materials automatically.

MEGAFAUNA

This Zord has an alternate monstrous- or animal-like form which can be activated by its attuned Power Ranger if they have a conversion key item, ability, or energy to change forms. When the Zord answers its Call to Action, it arrives in its Megafauna Form, and the following rules are in effect:

- The Zord has Smarts and Social Essence Scores of 3.
- All melee attacks gain ↑1 due to bestial ferocity.
- The Zord's pilot uses Animal Handling in place of Driving to operate the Megafauna Form.
- Evasion Defense gains a +3 bonus.
- The Zord's pilot can take a Standard action using the conversion key to convert to Zord Form.
- The Zord cannot access its Combiner Zord Feature in Megafauna Form.

POWER FLUX

Your Zord has an innate connection to the ebbs and flows of Grid energy that fuels it, funneling a portion of that energy into its pilot and passengers. After any scene involving your Zord, the piloting Power Ranger and any Power Rangers or characters possessing Personal Power in the Crew Compartment regain up to 6 Personal Power each.

R.R.R. (RAPID RESCUE RESPONSE)

Prerequisite: Zord must already possess the Crew Compartment Zord Feature

Your Zord is fully equipped and prepared to serve as an emergency medical and repair hub, even in the heat of battle. Using raw Grid energy infused in the machines within the crew and passenger area, the Zord itself can knit nearly any wound or mend any damage. Any damaged being currently inside the cockpit or Crew Compartment of your Zord has a 50% chance to regain 1 Health at the end of every round (roll 1d2; Health is regained on a 2).

SENTIENCE

This Zord is a sentient machine. It has 5 points to divide between its Smarts and Social Essence Scores (minimum of 1 each), granting it its own Willpower and Cleverness Defenses. The Zord can be targeted with mind-affecting effects, although it is immune to fear. Its driver's Willpower and Cleverness can still be targeted. On the Zord's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to Lend Assistance to its driver/crew. This Zord Feature can be chosen multiple times, with each instance after the first adding 2 to each of the Zord's Smarts and Social Essence Scores.

SHIELD MATRIX

Your Zord manifests a powerful, invisible energy field that turns aside incoming attacks in same way that many spacecraft deflect debris or enemy payloads. Your Zord gains the Vehicle Trait: Shielded (2). You can choose this Zord Feature multiple times, increasing your Shielded numerical value by 2 each time, up to a maximum of Shielded (6).

S.W.A.T. UPGRADE

Prerequisite: Ranger must have the S.P.D. Asset Perk

Space Patrol Delta has given your Power Ranger additional equipment, munitions, or other augmentations, granting the following benefits:

- **Armor Up!:** Gain a +2 plating bonus to Toughness.
- **Drop It!:** The pilot may use Intimidation and Persuasion Skills through the Zord's loudspeakers, gaining Edge.
- **Incapacitation Ammo:** Gain an alternate firing mode for any ranged attacks, changing the effect to Stun with a numerical effect 1 higher than the damage dealt. (For instance, a weapon that deals 1 Blunt damage changes to deal Stun 2.)
- **Incarceration Protocols:** Your Zord answers its Call to Action with 6 containment cards as standard, and any enemy Defeated by your Zord's attacks is automatically digitally detained if there are vacant containment cards.

TACTICAL SIZE SHIFT (↑/↓)

Your Zord can reconfigure its chassis, either bulking and increasing its overall structure or slimming down and streamlining the machine. When you choose this Zord Feature, you select one of the following options:

- Increase Size Class by 1 category (maximum of Towering) and gain 2 Health, 1 Strength Essence (and the associated Skill Rank of your choice)
- Decrease Size Class by 1 category (minimum of Long) and gain +10 feet of Movement, 1 Speed Essence (and the associated Skill Rank of your choice)

You may only choose this Zord Feature if you can make the appropriate Size change, and once you choose a direction (larger OR smaller), future choices of this Zord Feature can only be in the same direction.

TARGETING SUITE

Your Zord boasts advanced range-finding and target-assessment enhancements that aid it in ranged combat. Whenever you make a ranged attack, you may apply one of the following effects before making the Skill Test:

- Ignore up to ↓2 due to Size difference.
- Count the target as if they are in the attack's normal Range.
- Increase the damage of the attack by 1 of the appropriate type by taking ↓1.

VOIDSHIELD

Learning from the tactics and technologies of the enemies of the Grid, your Zord has added special protection measures in the form of relics created by the Morphin Masters themselves to defend against the weapons of Dark Specter and his ilk. Attacks with the Void trait no longer ignore bonuses to your Zord's armor (if any), and your Zord gains Resistance to Void damage.

WARZORD

Prerequisite: Extra Attack, Titan Body

With this upgrade, your Zord has become the stuff of legends, a true icon of conflicts that terrifies its enemies and inspires its allies. Morphin Grid lore recounts few Zords that ascend to this status, but scholars have recorded your Zord among them. Your Zord gains the following benefits:

- The Zord is now of Titanic Size.
- The Zord gains 3 Health.
- The Zord gains 3 Strength Essence (and the associated Skill Ranks).
- The Zord always has Edge on its Initiative Skill Tests.
- All the Zord's Might or Finesse-based attacks increase their base damage by 1 of the appropriate type.
- If the Zord possesses the Combiner Zord Feature, it must now spend 1 Story Point per Zord combining with it to assume a truly immense and history-making Megaform.

Upgraded Zord (Expanded)

Add the following options to the list shown on page 138 of the *Power Rangers Roleplaying Game Core Rulebook*:

- **Elemental Air Upgrade: +1 Speed, +1 Skill Rank to Targeting; add 50 feet to all Range maximums**
- **Elemental Fire Upgrade: +1 Strength, +1 Skill Rank to Might, ↑1 to ranged attacks**
- **Elemental Stone Upgrade: +2 Toughness from Armor Plating, +2 Health; add 1 damage to melee attacks inflicting Blunt damage**
- **Elemental Time Upgrade: +1 Speed, +1 Skill Rank to Initiative; add 15 feet to all Movement types**
- **Elemental Water Upgrade: +1 Strength, +1 Skill Rank to Athletics; gain Resistance to Cold damage**
- **Grave Upgrade: +1 Health, +1 Skill Rank to Conditioning; add 1 Void damage to any single attack**
- **UltraMax Upgrade: +1 Strength and +1 Speed (and the associated Skill Rank); add 1 to the base damage of all attacks**

Note that a Zord may only benefit from ONE upgrade option from this Zord Feature at a time; further applications of Upgraded Zord replace the earlier benefits with those of the new choice.

New Megaform Traits

The following Megaform Traits are accessible to all ***Power Rangers Roleplaying Game*** characters whose Zords have the Combiner Zord feature.

Accurate Combiner: Whenever the Megaform calls upon one of this Combiner participant's attack types, the associated Skill Test gains ↑1. You can choose this option twice, once for the Combiner participant's melee attacks and once for ranged attacks in any order.

Defender: The Combiner participant takes the brunt of enemy attacks to spare the rest of the Megaform. Not only does the Combiner participant grant a +1 bonus to the Megaform's adjusted Toughness Defense, but the Combiner participant's piloting Power Ranger can spend 1 Personal Power when an attack targets the Megaform to impose a Snag on the enemy Attack.

Detachable: The Combiner participant is part of the Megaform in a way that allows it to detach from the whole in the middle of a conflict. At the end of any combat round, the Combiner participant can remove itself and any attacks offered to the Megaform, roll its Initiative Skill Test for the following Combat round, and become a separate combatant. Choosing to detach does NOT count as being Defeated for the remainder of the Megaform, but the Combiner participant may not reattach in the same scene. This Megaform Trait cannot be chosen if the Zord also has the Core Body Megaform Trait.

Layered Systems: Designed to soak up the damage for the rest of the Megaform, the Combiner participant adds 3 to the Health of its specific section (added after any modifiers for the Core Body position). Each Combiner participant may choose this Megaform Trait up to three times.

Resistant: Passing on its inherent protections against specific sources of damage to the Megaform, the Combiner participant adds one of its damage Resistances to the entirety of the Megaform.

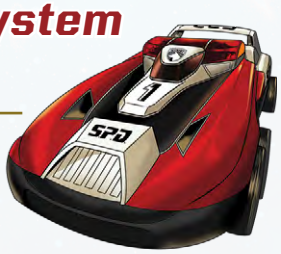
New Example Zords

The following Zords are good examples of Morphin Grid machines that have appeared in the Power Rangers setting over the years and show what kinds of amazing vehicles it is possible to create with the Zord rules in the ***Power Rangers Roleplaying Game***.

These examples are NOT standard Zords and sport modifications to show their advancements gained through established lore, such as their associated Rangers achieving Role Levels and Perks.

The DeltaMax System

DELTA RUNNER 1



Prerequisite: Red Ranger

SIZE: Extended **HEALTH:** 8

MOVEMENT: 70ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (1 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d4, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Core Body), Crew Compartment, Increase (Speed), Movement Booster, R.R.R., Recall for Repairs, Tactical Size Shift (↑)

ATTACKS

Gatling Tire Array (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Blunt damage)

Traits: Ballistic

Laser Cannons (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Ram (Might): +d4 or Driver's Driving, Reach (2 Blunt damage)

DELTA RUNNER 2

Prerequisite: Blue Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 45ft Aerial

STRENGTH: 6 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d4, Targeting +d8

Zord Features: Call to Action, Combiner (Move), Crew Compartment, Enhance (Lasers), Movement Booster, Power Flux, R.R.R., Recall for Repairs

ATTACKS

Lasers (Targeting): +d8 or Driver's Driving, Range 50ft/120ft (2 Laser damage)

Ram (Might): +d4 or Driver's Driving, Reach (2 Blunt damage)

Alternate Effect: Trip

Traits: Blunt, Drive-By

DELTA RUNNER 3

Prerequisite: Green Ranger

SIZE: Extended II
HEALTH: 10

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d8, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d4

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Ranged Attack), Crew Compartment, Movement Booster, R.R.R., Recall for Repairs, Tactical Size Shift (↑) ×2

ATTACKS

Laser Cannon (Targeting): +d4 or Driver's Driving, Range 50ft/120ft (2 Laser damage)

Ram (Might): +d6 or Driver's Driving, Reach (2 Blunt/Sharp damage)

Alternate Effect: Trip

Traits: Blunt, Drive-By

Water Cannon (Targeting): +d4 or Driver's Driving, Range 50ft/120ft (Stun 2)
Alternate Effect: 2 Cold damage (↓1)

DELTA RUNNER 4

Prerequisite: Yellow Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 20 (3 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d8, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d8, Might +d4, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Crew Compartment, Enhance (High Beams), Hardened Chassis, Light Chassis, R.R.R., Recall for Repairs

ATTACKS

High Beams (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (Stun 2)

Critical Effect: Target gains the Blinded Condition until end of their next turn.

Ram (Might): +d4 or Driver's Driving, Reach (2 Blunt damage)
Alternate Effect: Trip
Traits: Blunt, Drive-By

DELTA RUNNER 5

Prerequisite: Pink Ranger

SIZE: Long **HEALTH:** 6

MOVEMENT: 80ft Ground; 55ft Aquatic (Surface)

STRENGTH: 6 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d4, Targeting +d6

Zord Features: Call to Action, Combiner (Defender), Crew Compartment, Movement Booster ×2, R.R.R., Recall for Repairs, Tactical Size Shift (↓)

ATTACKS

Claxon Cannon (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Sonic damage)

Ram (Might): +d4 or Driver's Driving, Reach (2 Blunt damage)

Alternate Effect: Trip

Traits: Blunt, Drive-By

THE DELTA COMMAND MEGAZORD

SIZE: Towering (Combiner)
HEALTH: (16/10/6/6/6)

MOVEMENT: 50ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 22 (3 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Defender

Skills: Brawn +d6, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

ATTACKS

Blaster Cannon (1/scene, Targeting): +d6 or Participant's Driving, Range 100ft/240ft (6 Energy damage)

Participant Melee Attack (Might): +d6 or Participant's Driving, Reach (2 Blunt damage)

Participant Ranged Attack (Targeting): +d6 or Participant's Driving, Range 50ft/120ft (2 Energy damage)

Power Sword (Might): +d6 or Participant's Driving, Reach ×2 (6 Sharp damage)

The Galactabeasts

CONDOR GALACTABEAST/ GALACTAZORD

Prerequisite: Green Ranger

SIZE: Huge **HEALTH:** 8

MOVEMENT: 40ft Ground; 90ft/60ft Aerial

STRENGTH: 7 **SPEED:** 4
SMARTS: — (3*) **SOCIAL:** —(3*)

TOUGHNESS: 18 (1 Armor) **EVASION:** 14 (17*)
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Ranged Attack), Megafauna, Movement Booster, Recall for Repairs, Zero-G, Zord Mega-Weapon System (Condor Missile)

ATTACKS

Condor Missile (1d2+1 attacks/5 Power, Targeting): +d6 or Driver's Driving, Range 50ft/120ft (5 Energy damage)

Traits: Accurate (↑1)

Rockets (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Fire damage)

Traits: Accurate (↑1)

Talons (Might): +d6 or Driver's Driving, Reach (2 Sharp damage)

Traits: Ferocity (↑1)*

Tornado Blast (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (Stun 2)

Traits: Accurate (↑1)

*In Megafauna Form

GORILLA GALACTABEAST/ GALACTAZORD

Prerequisite: Blue Ranger

SIZE: Gigantic **HEALTH:** 10

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: — (3*) **SOCIAL:** — (3*)

TOUGHNESS: 19 (1 Armor) **EVASION:** 14 (17*)
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

Skills: Brawn +d10, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Enhance (Fists), Megafauna, Recall for Repairs, Tactical Size Shift (↑) ×2, Zero-G

ATTACKS

Fists (Might): +d8 or Driver's Driving, Reach (3 Blunt damage)
Traits: Ferocity (↑1)*

Water Jets (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (Stun 2)
Alternate Effects: 2 Cold damage (↓1)
Traits: Accurate (↑1)
*In Megafauna Form

LION GALACTABEAST/ GALACTAZORD

Prerequisite: Red Ranger

SIZE: Extended **HEALTH:** 10

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: — (3*) **SOCIAL:** — (3*)

TOUGHNESS: 19 (1 Armor) **EVASION:** 14 (17*)
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

Skills: Brawn +d8, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Core Body), Enhance (Bite/Claw), Increase Ability (Strength), Megafauna, Recall for Repairs, Tactical Size Shift (↑), Zero-G

ATTACKS

Bite/Claw (Might): +d6 or Driver's Driving, Reach (3 Sharp damage)

Traits: Ferocity (↑1)*

Fireblast (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Fire damage)

Traits: Accurate (↑1)

*In Megafauna Form

WILDCAT GALACTABEAST/ GALACTAZORD

Prerequisite: Pink Ranger

SIZE: Extended **HEALTH:** 9

MOVEMENT: 70ft; 60ft/30ft Aerial

STRENGTH: 7 **SPEED:** 4
SMARTS: — (3*) **SOCIAL:** — (3*)

TOUGHNESS: 17 (1 Armor) **EVASION:** 14 (17*)
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Core

Defenses), Megafauna, Megaform Trait (Layered Systems), Movement Booster, Recall for Repairs, Tactical Size Shift (↑), Zero-G

ATTACKS

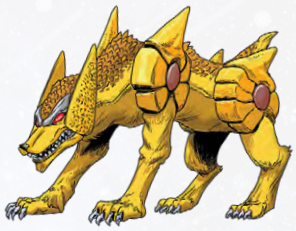
Claws (Might): +d6 or Driver's Driving, Reach (2 Sharp damage)

Traits: Ferocity (↑1)*

Flowering Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Traits: Accurate (↑1)

*In Megafauna Form



WOLF GALACTABEAST/ GALACTAZORD

Prerequisite: Yellow Ranger

SIZE: Extended **HEALTH:** 8

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 7 **SPEED:** 5
SMARTS: — (3*) **SOCIAL:** — (3*)

TOUGHNESS: 18 (1 Armor) **EVASION:** 15 (18*)
WILLPOWER: — (13*) **CLEVERNESS:** — (13*)

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Enhance (Lightning Blast), Light Chassis, Megafauna, Recall for Repairs, Tactical Size Shift (↑), Zero-G

ATTACKS

Bite (Might): +d6 or Driver's Driving, Reach (2 Sharp damage)

Traits: Ferocity (↑1)*

Lightning Blast (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Electricity damage)

Traits: Accurate (↑1)

*In Megafauna Form

THE GALAXY MEGAZORD

SIZE: Towering (Combiner) **HEALTH:** (20/12/10/8/8)

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 21 (3 Armor) **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

ATTACKS

Condor Missile (1d2+1 attacks/5 Power, Targeting): +d6 or Participant's Driving, Range 50ft/120ft (5 Energy damage)

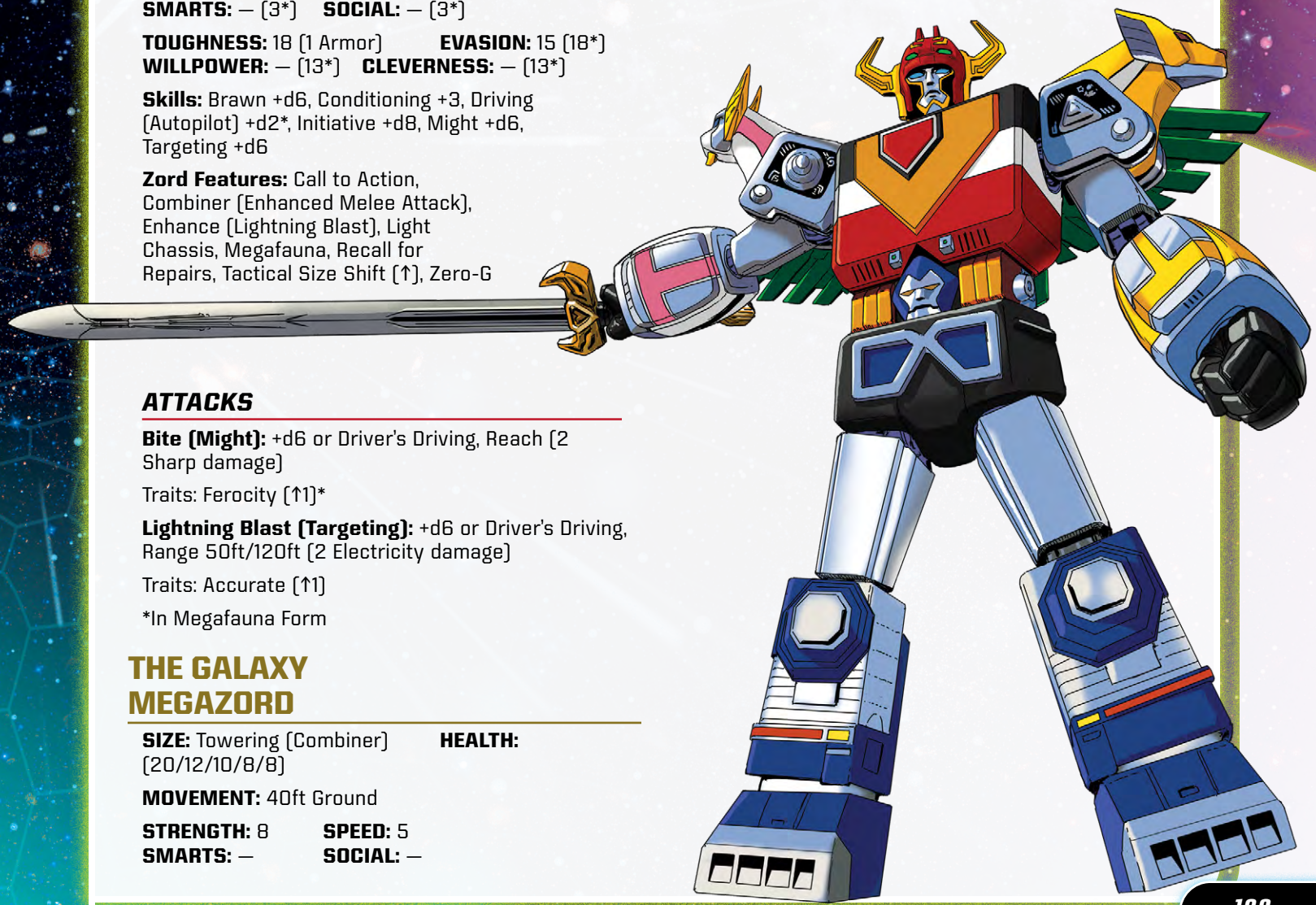
Traits: Accurate (↑1)

Flamethrower (1/scene, Targeting): +d6 or Participant's Driving, Range 100ft/240ft (9 Fire damage)

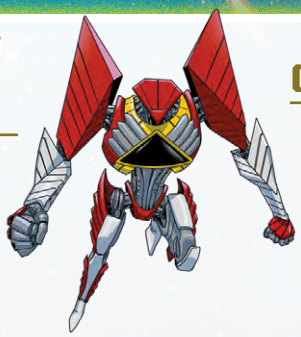
Galaxy Megazord Saber (1/scene, Might): +d6 or Participant's Driving, Reach ×2 (6 Sharp damage)

Participant Melee Attack (Might): +d6 or Participant's Driving, Reach (2 Sharp damage)

Participant Ranged Attack (Targeting): +d6 or Participant's Driving, Range 50ft/120ft (2 Energy damage)
Traits: Accurate (↑1)



The Omegazords



OMEGAZORD-1

Prerequisite: Red Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 6 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor)
EVASION: 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

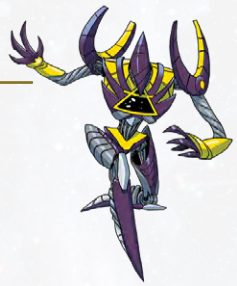
Zord Features: Blast (Fireball), Call to Action, Combiner (Layered Systems), Increase (Speed), Recall for Repairs, Targeting Suite, Zero-G

ATTACKS

Fireball (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Fire damage—Blast: 10ft radius)

Traits: Accurate (↑1)

Punch (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)



OMEGAZORD-2

Prerequisite: Black Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 7 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 20 (1 Armor)
EVASION: 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d8, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Ranged Attack), Enhance (Lightning Blast), Hardened Chassis, Recall for Repairs, Targeting Suite, Zero-G

ATTACKS

Lightning Blast (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Electricity damage)

Traits: Accurate (↑1)

Punch (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

OMEGAZORD-3

Prerequisite: Yellow Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

Zord Features: Anti-Armor (Energy Blast), Call to Action, Combiner (Layered Systems), Light Chassis, Recall for Repairs, Targeting Suite, Zero-G

ATTACKS

Energy Blast (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Critical Effect: Reduces Target's Armor by 2 for the remainder of the scene

Traits: Accurate (↑1), Anti-Tank, Wrecker

Punch (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

OMEGAZORD-4

Prerequisite: Blue Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 6
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Melee Attack), Enhance (Punch), Increase (Speed), Recall for Repairs, Targeting Suite, Zero-G

ATTACKS

Punch (Might): +d6 or Driver's Driving, Reach (3 Blunt damage)

Stunner (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (Stun 2)

Traits: Accurate (↑1)

OMEGAZORD-5

Prerequisite: Gold Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d2, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Anti-Armor (Energy Beam), Call to Action, Combiner (Accurate Combiner), Enhance (Punch), Recall for Repairs, Targeting Suite, Zero-G

ATTACKS

Punch (Might): +d6 or Driver's Driving, Reach (2 Blunt damage—Multiple [2] Targets)

Energy Beam (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage—Blast: 5ft radius)

Critical Effect: Reduces Target's armor by 2 for the remainder of the scene

Traits: Anti-Tank, Wrecker

THE ULTRA OMEGAZORD

SIZE: Towering (Combiner)
HEALTH: (9/9/6/6/6)

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 6
SMARTS: — **SOCIAL** —

TOUGHNESS: 21 (3 Armor) **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

ATTACKS

Armblade (1/scene, Might): +d6 or Participant's Driving, Reach ×2 (9 Sharp damage)

Focused Blast (1/scene, Targeting): +d6 or Participant's Driving, Range 100ft/240ft (9 Energy damage)

Participant Melee Attack (Might): +d6 or Participant's Driving, Reach (2 Blunt damage)

Participant Ranged Attack (Targeting): +d6 or Participant's Driving, Range 50ft/120ft (2 Energy damage)

THE RED TIGER OMEGAZORD

SIZE: Towering (Combiner) **HEALTH:** (9/8)

MOVEMENT: 40ft Ground

STRENGTH: 9 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 22 (3 Armor) **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Driving (Autopilot) +d2*, Initiative +d6, Might +d8, Targeting +d6

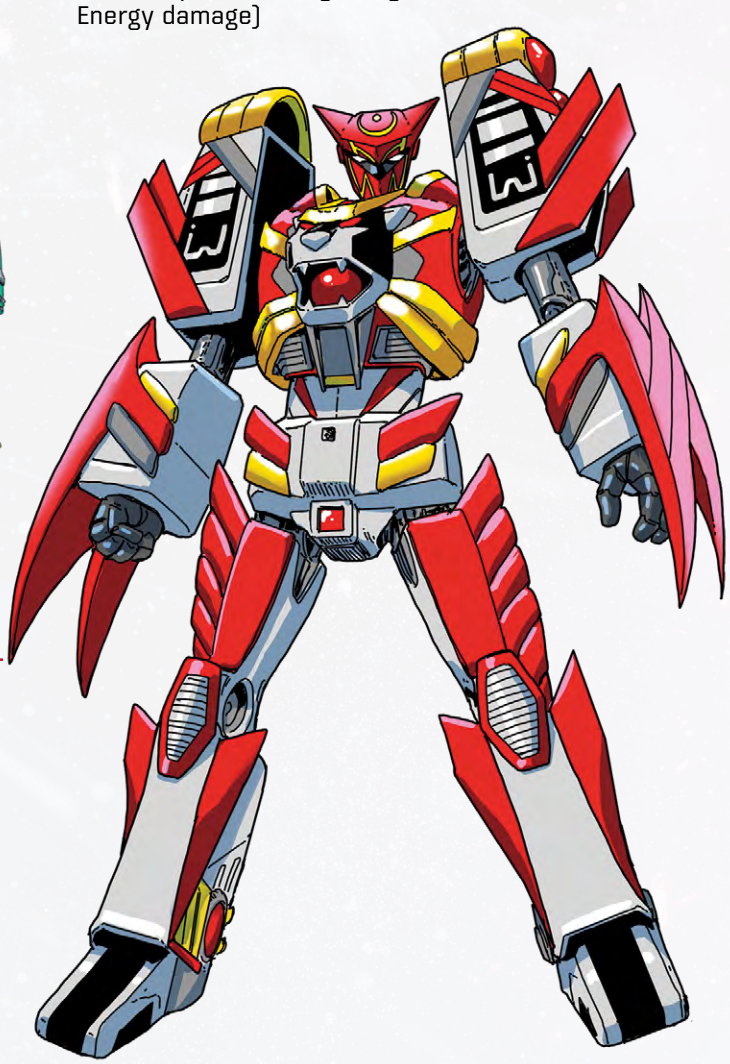
ATTACKS

Claws (Might): +d8 or Participant's Driving Skill, Reach ×2 (3 Sharp damage)

Fire Blast (Targeting): +d6 or Participant's Driving, Range 100ft/240ft (2 Fire damage)

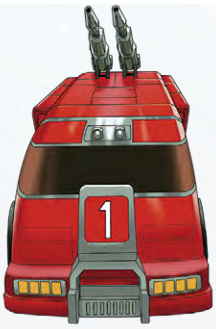
Participant Melee Attack (Might): +d8 or Participant's Driving, Reach (2 Blunt or Sharp damage)

Participant Ranged Attack (Targeting): +d6 or Participant's Driving, Range 50ft/120ft (2 Energy damage)



The Rescuezords

LIGHTNING FIRE TAMER RESCUEZORD



Prerequisite: Red Ranger

SIZE: Extended **HEALTH:** 9

MOVEMENT: 60ft Ground

STRENGTH: 9 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 21 (2 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d8, Conditioning +4, Driving (Autopilot) +d4*, Initiative +d6, Might +d8, Targeting +d6

Zord Features: Call to Action, Combiner (Core Body), Increase (Strength), Recall for Repairs, Tactical Size Shift (↑), Upgraded Zord (Rescue Upgrade), Warrior Mode

ATTACKS

Bash (Might): +d8 or Driver's Driving, Reach (2 Blunt damage)

Water Cannon (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (Stun 2)

Alternate Effect: 2 Cold damage (↓1)

SIREN BLASTER RESCUEZORD

Prerequisite: Blue Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 60ft Ground

STRENGTH: 7 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (2 Armor) **EVASION:**17
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d6*, Initiative +d8, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Ranged Attack), Enhance (Sonic Cannon), Increase (Speed), Recall for Repairs, Upgraded Zord (Rescue Upgrade), Warrior Mode

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Sonic Cannon (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Sonic damage)

STAR RACER RESCUEZORD

Prerequisite: Yellow Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 90ft Ground

STRENGTH: 7 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (2 Armor) **EVASION:** 17
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d6*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Core Defenses), Increase (Speed), Light Chassis, Movement Booster, Recall for Repairs, Upgraded Zord (Rescue Upgrade), Warrior Mode

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blasters (Targeting): +d6 or Driver's Driving, Range 50/120ft (2 Energy damage)

THUNDER LOADER RESCUEZORD

Prerequisite: Green Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 60ft Ground

STRENGTH: 7 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (2 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d4, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Ranged Attack), Recall for Repairs, Upgraded Zord (Rescue Upgrade), Warrior Mode

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Iron Barrage (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Blunt damage)

Reinforced Ram (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Traits: Accurate (↑1)

WIND RESCUE RESCUEZORD

Prerequisite: Pink Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 60ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 22 (4 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Defender), Hardened Chassis, Movement Booster, Recall for Repairs, Upgraded Zord (Rescue Upgrade), Warrior Mode

ATTACKS

Bash (Might): +d6 or Driver's Drive, Reach (2 Blunt damage)

Syringe Lancet (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Sharp damage)

THE RESCUE MEGAZORD

SIZE: Towering (Combiner) **HEALTH:** (18/7/7/7/6)

MOVEMENT: 40ft Ground

STRENGTH: 9 **SPEED:** 7
SMARTS: — **SOCIAL:** —

TOUGHNESS: 23 (4 Armor) **EVASION:** 18
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Driving (Autopilot) +d2*, Initiative +d8, Might +d8, Targeting +d8

ATTACKS

Participant Melee Attack (Might): +d8 or Participant's Driving, Reach (2 Blunt damage)

Participant Ranged Attack (Targeting): +d8 or Participant's Driving, Range 50ft/120ft (2 Energy damage)

Twin Laser Barrage (2/scene, Targeting): +d8 or Participant's Driving, Range 100ft/240ft (9 Laser damage)

The Solarzords

BLACK SOLARZORD

Prerequisite: Black Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 7 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 20 (3 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void, Shielded (2)

Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Resistant), Hardened Chassis, Recall for Repairs, Shield Matrix, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Traits: Accurate (↑1)

BLUE SOLARZORD

Prerequisite: Blue Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Core Body), Enhance (Blaster), Power Flux, Recall for Repairs, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Energy damage)

Traits: Accurate (↑1)

GREEN SOLARZORD

Prerequisite: Green Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Call to Action, Combiner (Enhanced Ranged Attack), Enhance (Blaster), Recall for Repairs, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Energy damage)

Traits: Accurate (↑1)

Light Cannon (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Laser damage)

Traits: Accurate (↑1)

PINK SOLARZORD

Prerequisite: Pink Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 90ft/60ft Aerial

STRENGTH: 6 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void, Shielded (2)

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d8, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Enhanced Ranged Attack), Movement Booster, Recall for Repairs, Shield Matrix, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Traits: Accurate (↑1)

PURPLE SOLARZORD

Prerequisite: Purple Ranger

SIZE: Huge **HEALTH:** 8

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void

Skills: Brawn +d6, Conditioning +5, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

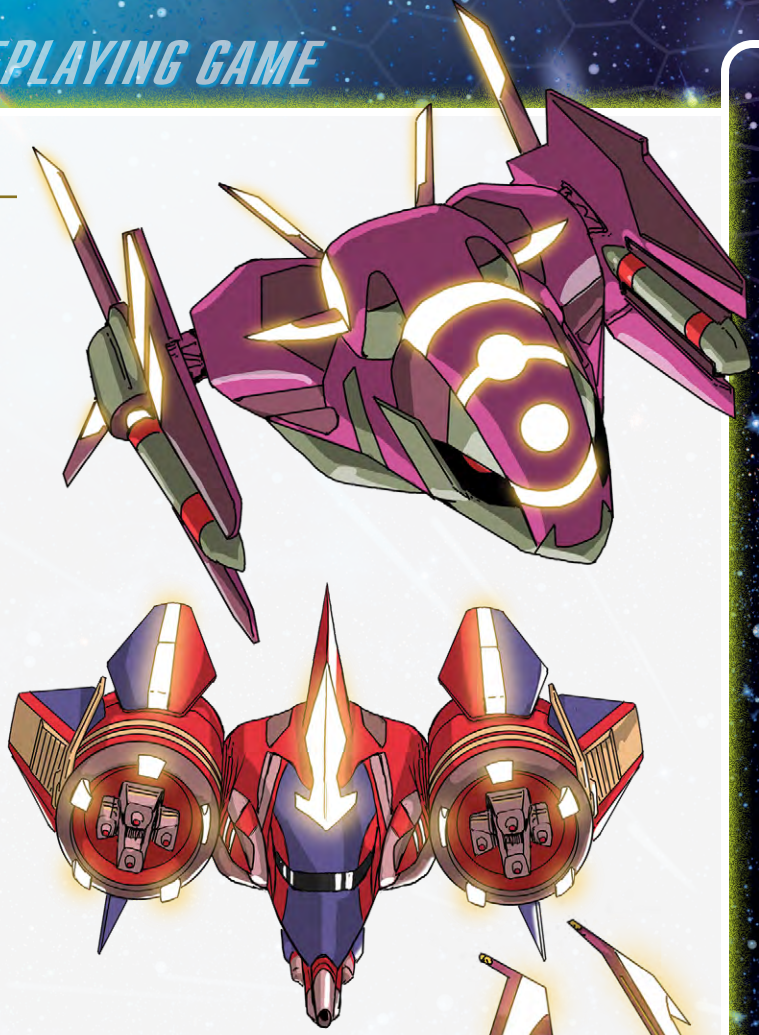
Zord Features: Call to Action, Combiner (Core Body), Increase (Strength), Recall for Repairs, Targeting Suite, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Focused Beam (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Traits: Accurate (↑1)



RED SOLARZORD

Prerequisite: Red Ranger

SIZE: Huge **HEALTH:** 7

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void, Shielded (2)

Skills: Brawn +d8, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Call to Action, Combiner (Move), Increase (Strength), Recall for Repairs, Shield Matrix, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage)

Traits: Accurate (↑1)

YELLOW SOLARZORD

Prerequisite: Yellow Ranger

SIZE: Huge **HEALTH:** 6

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 6 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 17 (1 Armor) **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d4*, Initiative +d8, Might +d6, Targeting +d6

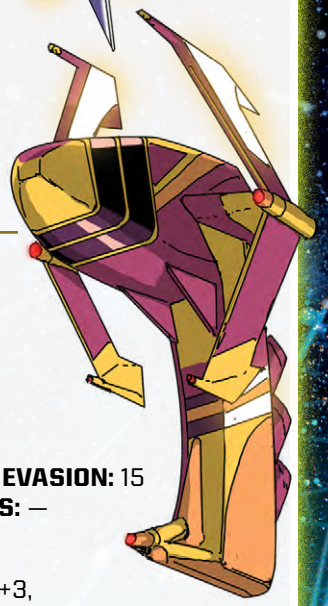
Zord Features: Call to Action, Combiner (Core Ability), Enhance (Blaster), Light Chassis, Recall for Repairs, Voidshield, Zero-G

ATTACKS

Bash (Might): +d6 or Driver's Driving, Reach (2 Blunt damage)

Blaster (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Energy damage—Multiple [2] Targets [50ft])

Traits: Accurate (↑1)



THE SOLAR MEGAZORD

SIZE: Towering (Combiner) **HEALTH:** (16/12/7/6/6/6/6)

MOVEMENT: 40ft Ground; 30ft Aerial

STRENGTH: 8 **SPEED:** 6
SMARTS: — **SOCIAL:** —

TOUGHNESS: 22 (4 Armor) **EVASION:** 16
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Resistance to Void

Skills: Brawn +d4, Driving (Autopilot) +d4*, Initiative +d8, Might +d6, Targeting +d8

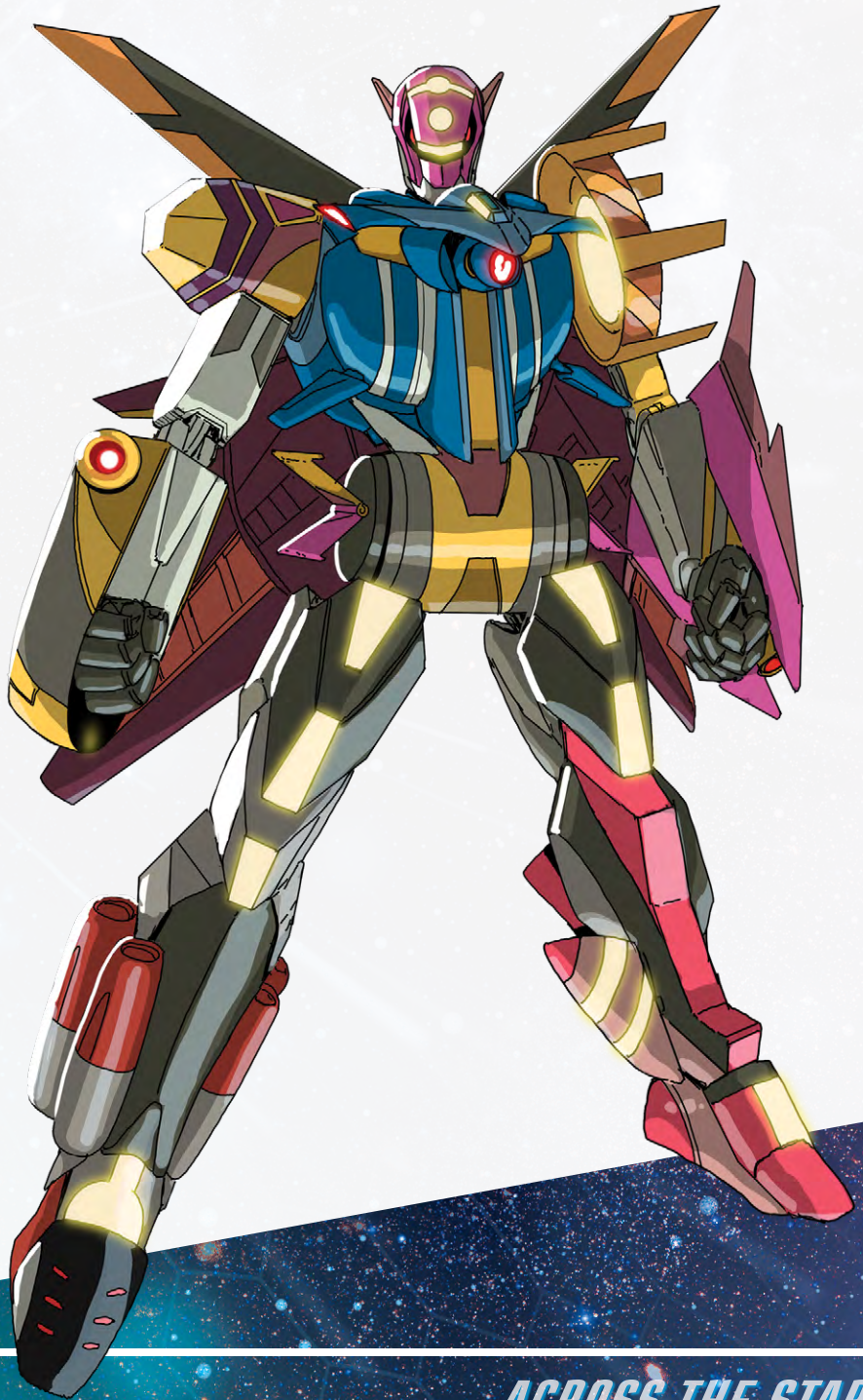
ATTACKS

Participant Melee Attack (Might): +d6 or Participant's Driving, Reach (2 Blunt damage)

Participant Ranged Attack (Targeting): +d8 or Participant's Driving, Range 50ft/120ft (2 Energy damage)

Solar Buster (Targeting): +d8 or Participant's Driving, Range 100ft/240ft (9 Energy damage)

Traits: Accurate (↑1)



Miscellaneous Zords

THE ASTRO MEGAZORD

SIZE: Towering (Combiner) **HEALTH:** (28/12)

MOVEMENT: 40ft Ground

STRENGTH: 18 **SPEED:** 12
SMARTS: — **SOCIAL:** —

TOUGHNESS: 31 (3 Armor) **EVASION:** 22
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d12, Driving (Autopilot) +d6*, Initiative +d4, Might +d6

ATTACKS

Astro Megazord Saber (1/scene, Might): +d8 or Participant's Driving, Reach ×2 (6 Sharp damage)

Participant Melee Attack (Might): +d6 or Participant's Driving, Reach (2 Blunt damage)

Participant Ranged Attack (Targeting): +d6 or Participant's Driving, Range 50ft/120ft (2 Laser damage)

CYCLOPSIS

SIZE: Titanic **HEALTH:** 16

MOVEMENT: 40ft Ground

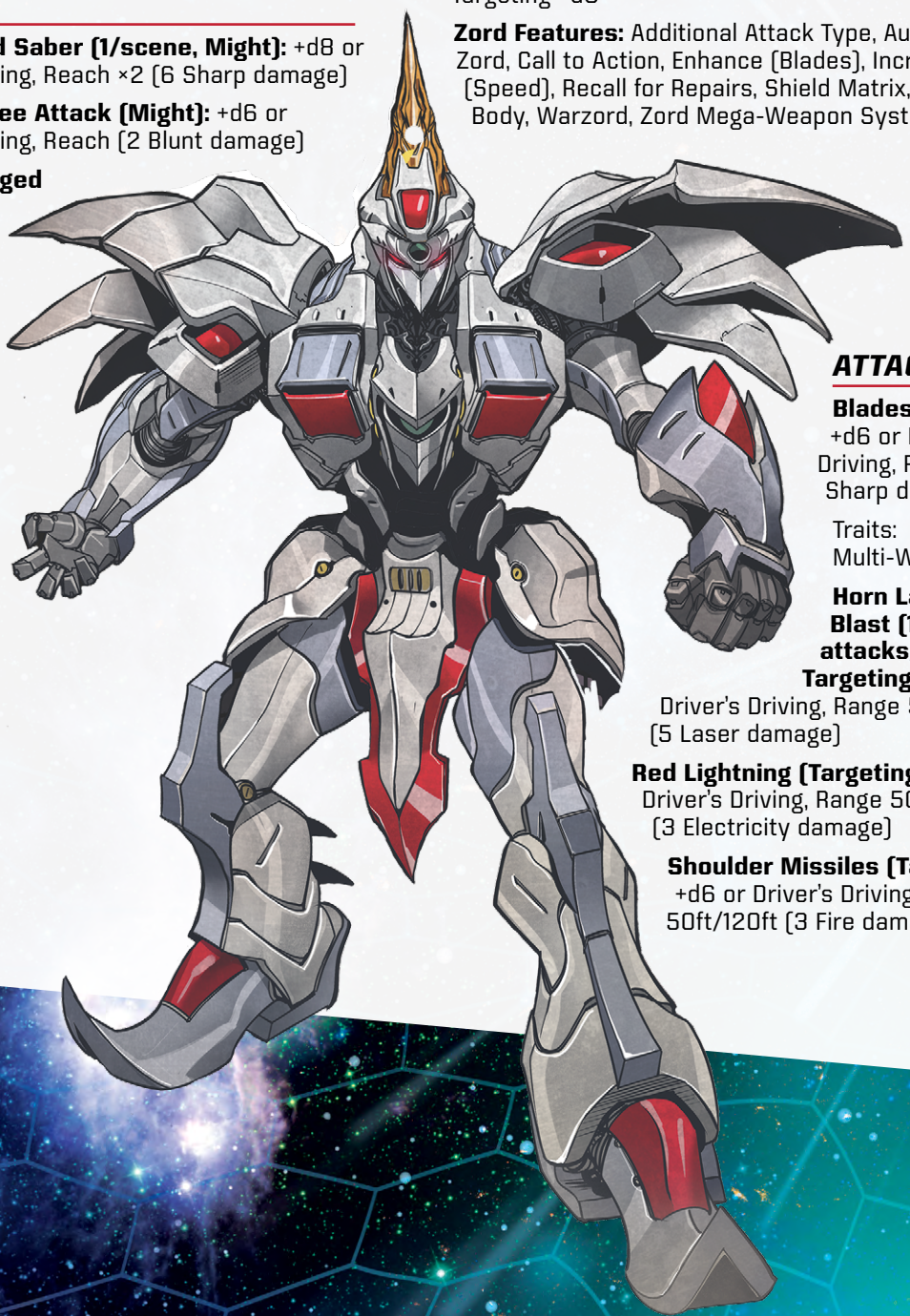
STRENGTH: 11 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 23 (2 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Shielded (2)

Skills: Brawn +d12, Conditioning +6, Driving (Autopilot) +d4*, Initiative +d6, Might +d6, Targeting +d6

Zord Features: Additional Attack Type, Auxiliary Zord, Call to Action, Enhance (Blades), Increase (Speed), Recall for Repairs, Shield Matrix, Titan Body, Warzord, Zord Mega-Weapon System



ATTACKS

Blades (Might): +d6 or Driver's Driving, Reach (5 Sharp damage)

Traits: Multi-Weapon (2)

Horn Laser Blast (1d2+1 attacks/5 Power, Targeting): +d6 or Driver's Driving, Range 50ft/120ft (5 Laser damage)

Red Lightning (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Electricity damage)

Shoulder Missiles (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Fire damage)

PHANTOM SHIP (BASELINE)

Prerequisite: Phantom Ranger

SIZE: Huge **HEALTH:** 11

MOVEMENT: 60ft/30ft Aerial

STRENGTH: 8 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 19 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d6, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6

Zord Features: Auxiliary Zord, Call to Action, Enhance (Laser Barrage), Recall for Repairs, Zero-G

ATTACKS

Laser Barrage (Targeting): Driver's Driving, Range 50ft/120ft (2 Laser damage)

Traits: Accurate (↑1)

Ramming Prow (Might): Driver's Driving, Reach (3 Blunt damage)

PHANTOM SHIP (EXPERIENCED)

Prerequisite: Phantom Ranger

SIZE: Extended **HEALTH:** 13

MOVEMENT: 60ft/30ft Aerial

STRENGTH: 10 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 21 (1 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

Skills: Brawn +d8, Conditioning +3, Driving (Autopilot) +d2*, Initiative +d6, Might +d4, Targeting +d4

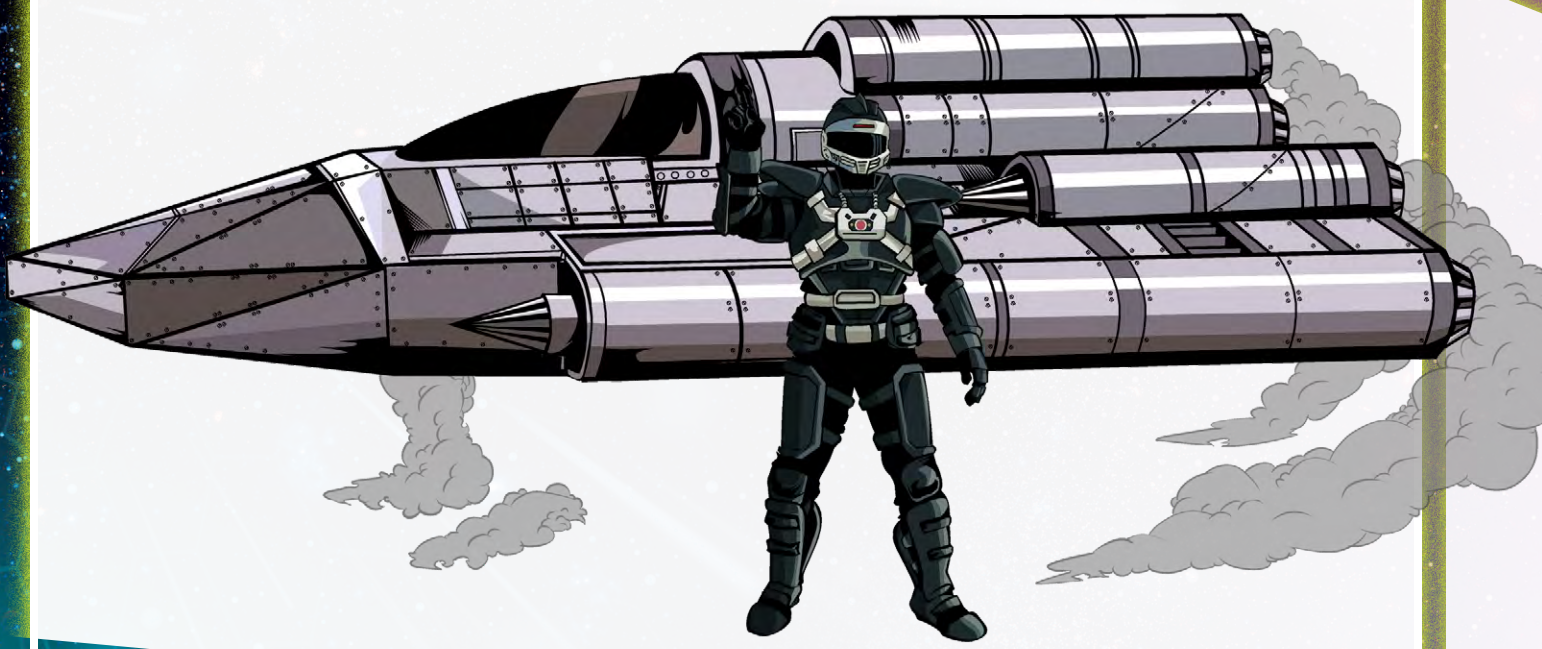
Zord Features: Auxiliary Zord, Call to Action, Enhance (Laser Barrage), Recall for Repairs, Tactical Size Shift (↑), Zero-G

ATTACKS

Laser Barrage (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (2 Laser damage—Blast: 10ft radius)

Traits: Accurate (↑1)

Ramming Prow (Might): +d4 or Driver's Driving, Reach (3 Blunt damage)



PYRAMIDAS ZEO ZORD

Prerequisite: Gold Ranger

SIZE: Towering **HEALTH:** 13

MOVEMENT: 40ft Ground; 60ft/30ft Aerial

STRENGTH: 11
SPEED: 2
SMARTS: —
SOCIAL: —

TOUGHNESS: 22 (1 Armor) **EVASION:** 12
WILLPOWER: — **CLEVERNESS:** —

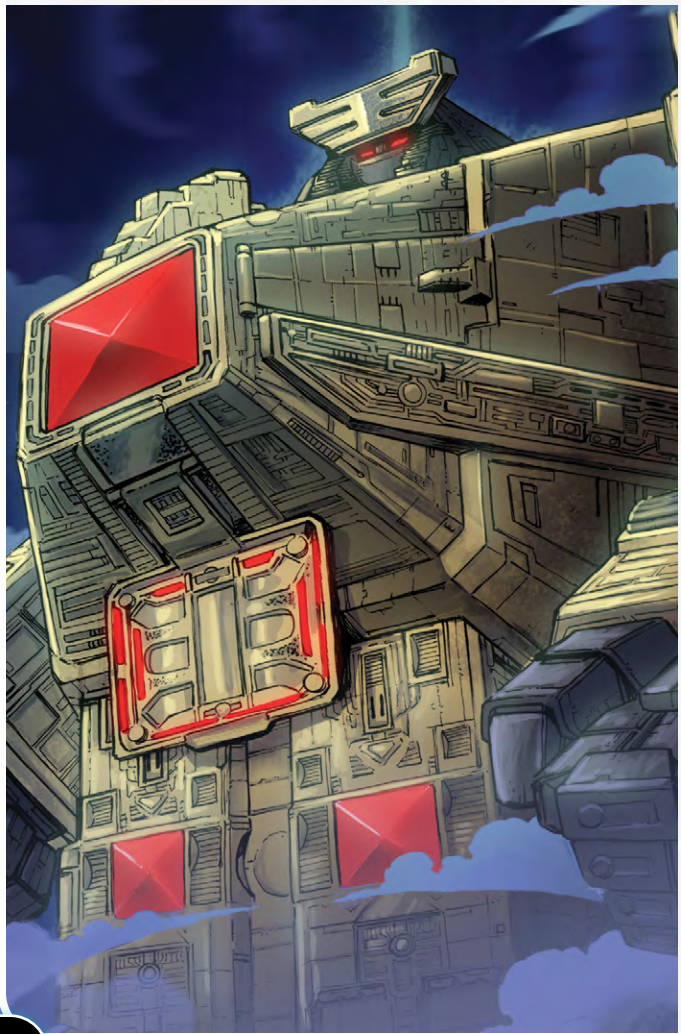
Skills: Brawn +d6, Conditioning +4, Driving (Autopilot) +d2*, Initiative +d6, Might +d10, Targeting +d6

Zord Features: Auxiliary Zord, Call to Action, Carrier, Combiner (Core Body), Recall for Repairs, Titan Body, Zero-G

ATTACKS

Edge Bash (Might): +d10 or Driver's Driving, Reach (4 Blunt damage)

Golden Lightning (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Electricity damage)



SERPENTERA

SIZE: Titanic **HEALTH:** 16

MOVEMENT: 40ft Ground; 90ft/60ft Aerial

STRENGTH: 13 **SPEED:** 4
SMARTS: — **SOCIAL:** —

TOUGHNESS: 26 (3 Armor) **EVASION:** 14
WILLPOWER: — **CLEVERNESS:** —

SPECIAL: Shielded (2)

Skills: Brawn +d12, Conditioning +6, Driving (Autopilot) +d4*, Initiative +d6, Intimidation +d6, Might +d10, Targeting +d6

Zord Features: Auxiliary Zord, Call to Action, Enhance (Lightning Strikes), Increase (Strength), Increase (Speed), Movement Booster ×2, Recall for Repairs, Shield Matrix, Titan Body, Warrior Mode, Warzord, Zero-G, Zord Mega-Weapon System ×2

ATTACKS

Claws (Might): +d10 or Driver's Driving, Reach (4 Sharp damage)

Traits: Anti-Tank

Lightning Strikes (Targeting): +d6 or Driver's Driving, Range 50ft/120ft (3 Electricity damage)
Traits: Accurate (↑1)

Mouth Black Hole Blast (1d2+1 attacks/5 Power, Targeting): +d6 or Driver's Driving, Range 50ft/120ft (5 Void damage)
Traits: Accurate (↑1)

Mouth Energy Beam (1d2+1 attacks/5 Power, Targeting): +d6 or Driver's Driving, Range 50ft/120ft (5 Energy damage)
Traits: Accurate (↑1)

TITANUS (DINOZORD)

SIZE: Towering **HEALTH:** 15

MOVEMENT: 40ft Ground

STRENGTH: 12 **SPEED:** 2
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 23 (1 Armor) **EVASION:** 12
CLEVERNESS: 13 **WILLPOWER:** 12

Skills: Alertness +d2, Brawn +d12, Conditioning +5, Culture +d4, Driving (Autopilot) +d2*, Initiative +d2, Might +d8, Persuasion +d4, Targeting +d4

Zord Features: Auxiliary Zord, Call to Action, Carrier, Combiner (Core Body), Enhance (Fireball Projector), Heavy Chassis, Recall for Repairs, Sentience, Titan Body

ATTACKS

Bash (Might): +d8 or Driver's Driving, Reach (4 Blunt damage)

Fireball Projector (Targeting): +d4 or Driver's Driving, Range 50ft/120ft (3 Fire damage)

TOROZORD/MEGA DEFENDER

Prerequisite: Magna Defender

SIZE: Gigantic **HEALTH:** 10

MOVEMENT 40ft Ground

STRENGTH: 9 **SPEED:** 4
SMARTS: 4 **SOCIAL:** 1

TOUGHNESS: 17 (3 Armor) **EVASION:** 14
CLEVERNESS: 14 **WILLPOWER:** 11

Skills: Alertness +d4, Brawn +d8, Conditioning +5, Driving (Autopilot) +d2*, Initiative +d6, Might +d4, Performance +d2, Survival +d4

Zord Features: Additional Attack Type, Call to Action, Hardened Chassis, Increase (Strength), Recall for Repairs, Sentience, Tactical Size Shift (↑), Warrior Mode*, Zord Mega-Weapon System

ATTACKS

Charge (Might): +d8 or Driver's Driving, Reach (2 Blunt damage)

Defender Axe (1d2+1 attacks/5 Power, Might): +d8 or Driver's Driving, Range 50ft/120ft (5 Sharp damage)

Lance (Might): +d8 or Driver's Driving, Reach (2 Sharp damage)

Lightning (Targeting): Driver's Driving, Range 50ft/120ft (2 Energy damage)

*Warrior Mode can only be assumed if the Magna Defender combines with the Torozord to form the MegaDefender

THE OPTIONS ARE COUNTLESS...

The choices are many regarding the Zords the Morphin Grid may provide for the Power Rangers. While we have shown many here and in other ***Power Rangers Roleplaying Game*** publications, this is truly a fraction of what is possible. We hope players and GMs create new and wonderful guardian machines for use in their own games and adventures!

CHAPTER 4
FRIENDS AND FOES

Introduction

If there is one primary theme that is interwoven throughout all of Power Rangers' lore and setting, it is the need and value of friendship and one's team members. Power Rangers work together with their friends and allies, whether just hanging out, working on a problem together, or regularly relying on one another in life-or-death situations.

This chapter details some friends your Power Rangers team might come across in their off-world travels. Friendly alien laborers, clever bounty hunters, starship engineers, and wise-cracking intergalactic junk dealers, all of these delightful folk and more can offer their unique insights, help, and even friendship. The wisest Guardians and Power Rangers know when they can't do it themselves and must seek out new allies.

On the other side of fate's coin, just as there is always darkness to contrast the light, there are numerous new Threats to oppose the protectors of the Morphin Grid. The Power Rangers have faced enemies from the stars before, mainly Rita Repulsa's and Lord Zedd's infamous minions, but this chapter reveals an assortment of new dastardly foes. Facing the tireless expansionist conquerors within the Machine Empire armada, the faceless war host of Emperor Gruumm's vicious Troobians, to the cunning predatory ways of the huntsman Dayne, the Grid's mightiest protectors have their work cut out for them.

If that wasn't all, this chapter also unveils some of the Power Rangers' most devilish and utterly maddening nemeses, the Psycho Rangers. Beings of chaos and evil, these sadistic mirrors of Morphin Grid warriors roam creation aboard their unsettling dark spaceship in search of targets to further their equally enigmatic and horrifying goals. Game Masters can now unleash these terrifying enemies on their ***Power Rangers Roleplaying Game*** characters!

This chapter expands the cast of recognizable faces, fearsome antagonists, and valuable supporting cast members from all over the universe.

Friends from Star to Star

Every Power Ranger needs help sometimes, from the ancient warriors of ages gone by to the advanced spacefaring teams that span the cosmos. The nature of the Morphin Grid and its Energy Spectrum rewards teamwork. As Power Rangers accomplish their goals of protecting the world (or universe) from evil, it's natural to make powerful friends. Just as Rangers swoop in to save others, a friend providing aid at the right moment can snatch victory from the jaws of defeat.

This chapter contains several key individuals from Morphin Grid history, and provides a few examples of the kind of help they can provide in

including their pasts and plot hooks. This sourcebook doesn't include statistic blocks for these characters, instead providing narrative information, but rules for using many as Contacts appear in *Chapter 2: Character Options*. This leaves GMs the freedom to create the statistics to fit the needs of their campaign or scenario.

Alpha Series Robots

For many Power Ranger teams, having a helpful Alpha Series robot on hand to help operate the highly advanced Morphin Grid and Xenotech machinery is simply a perk of being a Power Ranger, but this was not always so. Ten thousand years before Zordon's disembodied holographic sentience selected a group of Angel Grove teenagers with attitude, a war of light versus darkness was raging a galaxy away. Unfortunately, the forces of good were on the losing side, and King Lexian of Edenoi knew Zordon needed aid to turn the tide of battle. By tapping into advanced resources, he created the perfect assistant for Zordon: the first of the Alpha Series robots. Alpha 1 would be the first of its kind, one of many.

Alpha 1 began as a combination of a cohort, assistant, and war-droid who battled by Zordon's side for many campaigns. Dozens of enemies fell to Alpha 1's articulated claws and energy cannons, and his innate ability to merge with alien technology and force it to serve him was indispensable in Zordon's war. This sentient war machine fought hard against the enemies of the Grid but seemingly met his end in a series of conflicts on the distant moon of Prillon 12. Zordon and others mourned the loss of Alpha 1, and Zordon's need for allies inspired him to create the first Power Rangers. With warriors by his side, Zordon never significantly implemented Alpha 1's ferocity was in his descendants. Alpha 1 eventually returned, but his ruthless outlook of total war between good and evil saw the once-helpful robot become an enemy to all Zordon and the Rangers stood for.

Several Alpha series robots were designed and activated and served the Champions of the Grid for centuries. Two noteworthy additions to the Power Ranger teams of their time and place stand out: Alpha 5 and Alpha 6.

Alpha 5, high technician and majordomo of Zordon's Angel Grove Command Center, is likely the Alpha series robot with the most human emotions programmed into his Grid-powered quantum processing web. The originator of the longstanding and famed "Ai yi yi" exclamation, Alpha 5's support capability has been instrumental in the successful resurgence of Earth's Power Rangers in their battles against enemies such as Dark Specter, Rita, and Lord Zedd.

Alpha 5 greeted the teens who became the Mighty Morphin Power Rangers and ushered in a whole new era of heroes of the Morphin Grid. Alpha 5 also programmed his brother, Alpha 6, to stay behind and help the Rangers of Earth when he and Zordon returned to the planet Eltar. Thought to have been lost or destroyed many years later, Alpha 5 saw the rise of Earth's Power Rangers and fall of Zordon, his best friend and creator. Despite reappearing briefly to aid an old friend, Tommy Oliver, Alpha 5 returned to wandering the stars, possibly waiting to re-emerge when a future Power Ranger team needs him.

Alpha 6, characterized by a shinier and sleeker robotic body and an initial propensity to exclaim

"Yo yo yo!" until he took his predecessor's more well-known catchphrase, was now in charge of helping the Power Rangers. Performing many of the same duties as his brother, Alpha 6 was instrumental in several conflicts while Zordon was off world. Alpha 6 suffered heavy damage while aiding a veteran Phantom Ranger in protecting the Commander Center from an attack by pirates. After being repaired by the Space Ranger Andros, the robot continued his service into space on board the Astro Megaship for many years, seeing many exciting adventures as his service changed from team to team before his eventual retirement on Mirinoi.

Later models have always appeared like a helpful echo of the robots that came before, no matter where or when they are found. Some were even armed to help their Rangers in battle, but never again would there ever be a dangerously aggressive version like King Lexian's original model.

Andros

A modified human from the distant colony of KO-35, Andros represented the Red Ranger aspect of the Morphin Grid as leader of the Space Rangers. Unlike many Ranger teams, Andros assembled his team by finding Rangers and granting them their own Morphers. In Zordon's absence, Andros helped his team take their oaths and led from the front against every threat that crossed their path. Andros and his team faced perils from interstellar pirates and alien armadas to the servants of Dark Specter. Chief among his enemies was the Princess of Evil, Astronema, whom he later discovered was his corrupted twin sister, Karone.

As a child, Andros' sister was kidnapped by the forces of Dark Specter, forging an ironclad desire in the Red Space Ranger to search for and save her. As he grew, Andros joined the colonial army with his childhood friend Zhane, and the two tenacious young men trained to be good soldiers and adept frontiersmen. Both set their sights on one day joining the legendary Power Rangers, whose heroic exploits were well known on KO-35. It seemed that fate, or the Morphin Grid, had plans for these two, and they found themselves in front of Zordon himself, swearing allegiance to the Grid and undertaking their change into Space Rangers.

Andros and Zhane fought many enemies, but the armies of Dark Specter tested them the most. In one onslaught against the people of their home world, Zhane was severely injured, and Andros put his friend in cryo-stasis to heal on their ship. Tracking the machinations of a powerful new general in Dark Specter's United Alliance of Evil, Andros eventually stood as a spy within a rabble of dark monsters led by Astronema herself. He was lucky to escape, but it set events in motion that would rock the foundation of everything the Space Rangers believed about the Morphin Grid and its Masters.

Armed with pieces of the United Alliance of Evil's plan, Andros continued his battles against Astronema and her lieutenants Ecliptor and Darkonda. She unleashed the Psycho Rangers, whose savagery sent shockwaves through the universe.

The Morphin Grid is always ready to send help when and where it is needed, often through one of its heroic Silver Rangers. In this case, Andros' best friend Zhane awoke from his healing stasis and masqueraded as Psycho Silver long enough to help bring down Astronema's first rendition of those monsters.

When things looked bleakest, with Dark Specter poised for victory, Andros found the long-missing Zordon. At the Eltarian's behest, Andros slew Zordon and released the Z-Wave, a scouring wave of energy across the universe that spelled the end of many enemies of the Morphin Masters.

The wave blasted Zordon's enemies to sand, ending the struggle against Ecliptor and blasting Astronema to the corners and deep recesses of Karone's mind and soul. Andros' mission to save his sister was complete, but Zordon was no more.

Andros, Zhane, and the Space Rangers continued to battle the forces of evil for many long campaigns. Still, his most challenging battle was against his sister and the ill will she harbored for him for "killing" Astronema and forcing Karone to be normal again. Andros even pleaded on her behalf when Karone faced a trial for her many crimes as Astronema and explained how Zordon's energy split the two beings forever.

Unfortunately, Andros was wrong. Astronema resurfaced in his sister, proving that Karone continued to deal with the damage Ecliptor inflicted upon her psyche. Fighting her worst urges and knowing the trial magistrates were correct to want justice for Astronema's actions, Karone chose exile to their old home world, KO-35. Andros kept tabs on her, which proved useful during the rise of the

next set of Psycho Rangers under the traitor Ranger, Trek. This second rise of the Psycho Rangers proved to be one of Andros' most demanding tests since shattering Zordon's containment tube.

Joining the ranks of other Red Rangers as a quintessential leader many times over, Andros has appeared throughout Grid history in many dimensions. His actions ensured he and his allies became Ranger legends.

Chief Anubis Cruger

A seasoned warrior and a bitter enemy of the Troobian Empire, Anubis Cruger helped found the original Space Patrol Delta out of his squad of freedom fighters protecting his home planet of Sirius. The Troobian Empire proved an insurmountable foe with its devastating weapons and ruthless tactics. Bombardments left Sirius a heap of lifeless rock, and the remaining Sirians fled to the far reaches of the stars.

Unearthing himself from the ruins of his planet, both figuratively and literally, Anubis took S.P.D. to the stars, making it into an interstellar, then intergalactic, peacekeeping service. Cruger rose from squad leader to station chief of S.P.D.'s Earth office and became a genuine hero to people all over space. This fame also made him a target for bounty hunters, alien criminals, and other deadly enemies of the Grid. These were all just tests the future had in store for Anubis, called Doggie lovingly by his friends.

Under Cruger's guidance, S.P.D. squads drilled to face off against villains and monsters, and his A- and B-Squads fearlessly answered the call when the Morphin Grid needed his agents. When General Benagg, the monster that laid waste to Sirius and caused Anubis to lose his beloved wife, Isinia, came to Earth with blood and violence on his mind, Anubis personally stood against him. His friend and associate Kat Manx awarded his bravery with a modified device to access a unique wavelength of Grid energy. This energy came from the void between the Spectrum hues, and Cruger morphed into a highly specialized form of S.P.D. Power Ranger: a Shadow Ranger. With his newfound powers and abilities, Chief Cruger laid General Benagg low and became instrumental in the fall of the entire Troobian Empire.

Cruger made it his mission and life's goal to erase all of Emperor Gruumm's influence upon time and space as the Shadow Ranger. Using the Morphin Grid's access across the millennia, Anubis took the fight to the Troobians whenever he caught the evil empire's scent. He has fought alongside the likes of legendary heroes such as Tommy Oliver, the Blue Senturion, and more.

Eventually named Supreme Commander of the S.P.D., Cruger reunited with his long-lost and captured wife and continues to work to maintain the law-abiding peace. Power Rangers from anywhere or anywhen can always count on Anubis Cruger to give them just the right kind of help in any

situation. Whether as an S.P.D. upper officer or as the fast-moving and hard-fighting Shadow Ranger, Chief Cruger serves the Morphin Grid and the side of light.

General John Norquist

Leader and head of the decision-making council of NASADA, the National Aeronautics and Space Administration Discovery Agency, General John Norquist is a decorated military officer and a longstanding ally of Zordon. It isn't known how or when the two connected, but Norquist received Zordon's blessing when the American government created a division of their aerospace program devoted to interaction with alien life.

A stern but fair man, Norquist understands (possibly through his mysterious connection to the Power Rangers) that many alien beings target Earth and its moon for nefarious schemes. Whenever a team of Rangers needs assistance, and NASADA can be of service, Norquist happily obliges.

Using reverse-engineered alien technology to help advance humanity, General Norquist and the NASADA R&D team developed many space shuttles to explore distant planets and the stars. These shuttles, and NASADA, have been called upon by several Power Ranger teams for aid when their Zords or vehicular assets were insufficient to meet their needs. General Norquist has always been ready to help his allies from the Morphin Grid, from reclaiming satellites hijacked by pirate mind-control signals to offering up entire NASADA space station constructs to a host of Red Rangers.

Jason Lee Scott

This Morphin Grid legend started his epic journey into the stars as an Angel Grove high school student, a "teenager with attitude" chosen by Zordon to wear the mantle of Red Ranger. Other children feared Jason as a childhood bully, but karate helped Jason even out his temperament and grow emotionally, laying the groundwork for the perfect Power Ranger candidate. The first Earth resident to become the Red Ranger since the 1960s, he quickly took on the leadership of the Mighty Morphin Power Rangers with the acceptance and friendship of his teammates. He embodied all the finest parts of the Red Ranger Spectrum energies, and although hurled into an ageless cosmic battle of good versus evil, Jason never lost his sense of wonder. Even after his role as leader of his team came into question when an enemy-turned-best-friend, Tommy Oliver, joined the group, Jason continued to serve the Morphin Grid in new ways.

Jason left Angel Grove to attend a worldwide peace conference halfway around the world and passed down his Red Ranger power to a new candidate, Rocky. Even after removing the Red Ranger mantle, Jason would not be a stranger to the champions of the Morphin Grid.

After witnessing Jason's personal qualities and how he helped others even without the power of the Grid, Trey of Triforia knew he was worthy of a new mantle, that of the Gold Ranger. Jason's novel capabilities and mighty Zord Pyramidas helped defend Earth again from its enemies. As a Gold Ranger, Jason was the anvil against which the Zeo-empowered Rangers' hammer pounded out victories over Zordon's foes. Unfortunately, such great power came with a terrible cost, draining Jason's life force when he transformed: the Gold Ranger mantle was based on the power of a Treyfornian triplicate and it drained Jason's human body of energy and vitality deeply. Jason returned to life as a civilian once again, supporting his fellow Rangers without the benefit of powers.

Years later, Jason again gained possession of a Morpher and returned to the war as a Red Ranger. He joined the fight alongside several teams as a Red Ranger, changing his tactics and team dynamics to fit the situation best. As the most experienced team leader, Jason knew when to lead and when to let others shine. These leadership qualities and his limitless bravery made Jason a keen pick to become one of the Omega Rangers, spacefaring champions he led as the Red Omega Ranger. The mighty alien threats against the Omega Rangers proved too much, and a dire injury sent Jason back to Earth to recover.

Whether or not Jason retains his position as a Red Ranger among any of the Power Ranger teams has yet to be fully determined. Still, one thing is certain: Jason Lee Scott is a legend amongst the Champions of the Grid, and his name will live on forever.

Kat Manx

A member of a humanoid alien species with significant feline features, Kat Manx joined Space Patrol Delta as a technology and R&D scientist. Initially assigned to develop the squads' S.P.D. Morphers, Kat quickly proved to be so much more of an asset. Through this research, Kat designed a temporary Morpher to accept the rarer sub-aspect

of the Ranger Spectrum, the Orange Ranger. She claimed the title of "S.P.D. Kat Ranger" and showed her aptitude on Earth as a mission-specific field agent. Kat's over one hundred forty Earth-years of experience in a harsh socio-political environment offered her considerable fighting skills, an understanding of many forms of xenotech, and the patience it takes to utilize both effectively for the good of the Morphin Grid.

In her tenure as an S.P.D. officer and the short time she donned the Orange mantle, Kat developed tools, techniques, and other improvements which significantly impacted other Power Ranger teams for a long time. Kat's innovations in vehicles, armor, weapons, and Morpher technology elevated Ranger abilities all over the universe. Even if she wouldn't be directly aware of how vital her knowledge and inventions would be, Kat Manx is one of the reasons why civilization has not fallen to any number of several alien or interdimensional threats.

Although Delta Supreme Commander Fowler Birdie only gave her Orange Ranger mission access for a short while, there was no record of Kat ever being decommissioned or later ordered by Chief Cruger to abandon the role. After all, Cruger never relinquishes a resource unnecessarily.

Magna Defender

Once a stalwart guardian of the prized Lights of Orion, the Magna Defender is a Power Ranger unlike any other. The Magna Defender isn't simply a title but a mantle of power and responsibility that passes from Defender to Defender. The Magna Defender closely guards their wards, whoever they might be, no matter who wears the Magna Defense armored shell and wields the Magna weaponry. The connection to their ward placed a Magna Defender against the forces of light or darkness as required, at least until the time of Scorpius.

The alien insectoid warlord overwhelmed the Magna Defender and slew his son, Zika, costing them the sacred charge and the very world they defended. With their sacred charge ripped away, the Magna Defender became consumed with the need for revenge and chased Scorpius to Mirinoi, a jungle planet.

On Mirinoi, the Magna Defender's hunger for vengeance clouded his judgment and set him against the rightful protectors of that planet, the Power Rangers. Fighting against them and Scorpius, the Magna Defender still managed to strike a telling blow against his nemesis but suffered a mortal wound. On his deathbed, realization struck the weakened Magna Defender, and he saw the error in his fruitless campaign. The Magna Defender returned to good in his final moments in the presence of the son he sought to avenge, choosing self-sacrifice rather than the bitterness of revenge.

Soon, the fallen Magna Defender's spirit chose a successor: a comatose human named Michael Corbett. Corbett gained everything he needed to become the next Magna Defender. Since he took on the mantle and office of Magna, Mike utilized the power in heroic ways, such as saving the *Terra Venture* space station from being stranded in the Lost Galaxy. Some believe the redeemed spirit of Zika's father helped Mike maintain stability as a guardian and a Power Ranger. No matter the cause, Mike holds true to the ideals of his moniker.

The Morphinaut, the Original Ranger

Grid scholars know little of the mysterious Morphinaut, who wears an armored suit like those of the Phantom Rangers. The wild truth of the Morphinaut's tale goes much deeper than the texts, data files, and ancient history show.

One of, if not the first life form from our dimension to cross into and travel within the Morphin Grid, the Morphinaut was a hands-on researcher studying the energy-filled inter-dimensional layer. Helping design the initial Arches, gatelike devices that borrowed energy from the Grid to open pathways between dimensions, the Morphinaut took it upon himself to first activate the system and venture within.

At first, his trek into the Grid was one of wonder and amazement, seeing the energy flows and tides in all the shades and tones of the Grid Spectrum. As the Morphinaut floated through this murky world of emotion, energy, and possibilities, it was indescribably beautiful. Suddenly, everything around him fell into darkness. Beings from the Void, a Dark Dimension where the ennui of nothingness is the coin of the realm, emerged to surround him. Even as the horrors opened their blazing eyes around him, the Arches concerned the Morphinaut more than his safety. He saw how the largest of the beings, Dark Specter, turned his eyes upon the open Arch. The Morphinaut chose to sacrifice himself rather than allow the dark beings into his universe,

and at that moment, the Morphinaut became part of the Morphin Grid.

The sacrifice delayed Dark Specter and his ilk, but the Void beings did not give up so easily. Across the universe, the Void energy creatures slipped between the cracks and infected other beings. This infection drew the Morphinaut out, and he appeared beyond the Grid once more to battle the darkness. The Morphinaut used both the concentrated Grid energies and the expertise of fellow scientists to discover that only through direct applications of his Grid energy could the abyssal infections be removed or even destroyed.

Faced with the realization that the Morphinaut had the only weapon that worked against the darkness but that he was only one warrior against a veritable army of Void creatures, he made the ultimate decision. The Morphinaut split his power into the six primary wavelengths of the Morphin Grid Spectrum and saturated six disc-like gems. By touching the infused gemstones, his allies immediately Morphed, resulting in the first Red, Yellow, Black, Blue, Pink, and Green Rangers, the lattermost of which manifested the first Green-spectrum Power Sword! These brand-new warriors of light were Power Rangers, and alongside the Morphinaut, they officially began the war against the denizens of the Dark Dimension, a war that raged on for tens of thousands of years.

Some believe the Morphinaut still exists in the current timeline or reality, and Grid scholars believe the Morphinaut was the first Phantom Ranger and others who embrace the Phantom Suite follow in his footsteps across time and space. Even the Morphin Masters developed their own theories about the Morphinaut's mysterious interactions with time and space. In the end, Power Rangers everywhere owe this armored enigma everything they have become.

Trey of Triforia

First appearing to the Zeo Rangers as the Gold Ranger in strange, enigmatic moments and battles where they needed his power and his mighty Zord, Trey proved himself as an alien force to be reckoned with. A trisected personality set in Triforian triplets, Trey divided his essence into three separate bodies: Trey's Courage, Wisdom, and Heart. These distinct but vital essences of heroism fueled the fires within the Gold Ranger, which Trey used to help his fellow Power Rangers.

In one of these instances, Trey's three selves came to Earth and quickly found themselves damaged and weakened by their surroundings. Unable to face the enemies that loomed close, Trey knew the Gold Ranger would make a difference in the Rangers' coming battles against the Machine Empire. Unsure how to handle this predicament, he transferred his powers to humans with a history of wielding Grid energy as Power Rangers. After one failed attempt with a tainted persona, Trey chose Jason Lee Scott as his replacement. Confident in their choice, the three Treys returned to Triforia to heal their wounds and help reestablish balance on their home world.

Trey didn't forget the people of Earth and their plights, however. It would be a long time in motion, but he always kept an intergalactic ear open for the actions and activities of Jason as the Gold Ranger. When alien empires and worse began once more to set their sights upon Earth, Trey returned to reclaim his role as the Gold Ranger and unleash its full potential on their enemies. After, Trey took to the stars once more to continue the battle against evil, yet humanity and its Power Rangers remain eternally in his heart. No matter the odds, Rangers know they always have a stalwart ally on Triforia.

Zhane

Another telekinetic human from KO-35, Zhane, grew up as best friends with Andros and Karone. They were inseparable until the minions of Dark Specter abducted Karone, and the pair swore to battle the darkness and rescue Andros' sister. Zhane excelled in the armed forces, rose in the ranks alongside Andros, and took on the prestigious mantle of the Silver Ranger when the two friends became Power Rangers.

After dozens of successful campaigns as Rangers, Andros in Red and Zhane in Silver, Zhane intercepted a debilitating blow meant for Andros while they battled Dark Specter's army. Andros cryo-froze Zhane on board the Astro Megaship and hoped that Zhane would recover while protected on the ship.

While Zhane slumbered and healed, the months slipped by, and Andros formed his team to continue the battles without his best friend. Yet again, destiny intervened: a crash landing disrupted the cryo-life support tube that held Zhane within. Released and far more healed than anyone could have guessed, Zhane leaped back into the fray as the Silver Ranger and defeated the monstrous Ecliptor all on his own!

Later, Zhane admitted deep feelings for the Princess of Evil, Astronema, and she violently rebuffed him. Spurned, Zhane came to terms with the extent of Dark Specter's infection in her. It took him a long while to be ready to stand against her again, but when he did, his cleverness made all the difference, so the Rangers could stop her plans. Zhane disguised himself as a special Silver Psycho Ranger and infiltrated their ranks, giving the Power Rangers the needed edge. Together, Zhane and his teammates seized victory, then defeated and captured Astronema.

With Karone separated from Astronema, they accomplished their lifelong goal rescuing their long-lost friend and Andros' sister. Zhane returned to his duties as the Silver Space Ranger. The war against the Dark Dimension would never be truly over, and he continued to answer the Grid's call as necessary. As long as he knew Karone was safe and Andros was by his side, Zhane would never give up.

Contacts

Power Rangers share a mission of defending innocents and protecting the Grid, and they're not alone in their battles against the darkness. In the ***Power Rangers Roleplaying Game***, these friends, allies, and comrades can be represented as a Contact, an NPC that the player characters can call on for help.

A Contact could be a character elsewhere in the scene that can contribute when needed. For example, when Scorpius launches a new threat, the Rangers may need to call on the Magna Defender to help them. A Contact could be a non-combatant accompanying the team whose skills come in handy. For example, if the Rangers rescue Professor Phenomenus, they could later turn to him for help to identify strange stellar phenomena. A Contact can even be miles (or planets) away but reachable through a Gridwide communicator, or even by recalling their past sagely advice. For example, if a S.P.D. S.W.A.T. team could be waiting to help detain Divatox's Piranhatrons or to help innocents to safety while the Rangers focus on the pirate queen's newest monstrous mercenary.

Contacts aren't there to overshadow the PCs. As a background element, they don't roll Skill Tests to use their Perks, and the range of their abilities is intentionally vague. They can't be targeted or harmed. Imagine a Contact is as competent as any PC in the scene, and they're spending their actions being helpful every turn in ways that only take effect when the players spend Allegiance Points to gain the benefits of a Contact Perk.

Gaining Contacts

Player characters acquire Contacts during their campaigns. Each Contact stat block includes 1 to 3 methods to acquire the Contact, typically by interacting with them between missions and completing skill challenges. However, Contacts can also be gained organically through a campaign's narrative, or even worked into a character's backstory, with the GM's permission. For example, a player could decide their brother is an upstanding member of the S.P.D. Then, if the Rangers end up on the wrong side of intergalactic law, the player could summon their brother to delay warrants for their detention until they can clear their names.

Summoning Contacts

Player characters call on their Contacts for aid with a special Standard action.

> **Summon Contact:** Once per scene as a Standard action, you can call on an available Contact. Your group can use your Contact starting this turn. The Contact remains available until the end of the scene or until they run out of Allegiance Points.

The nature of the summoning is up to the players, the GM, and the narrative. Contacts could be on location with the PCs, elsewhere in the scene. Perhaps they're taking hiding from Stingwingers in their crashed ship when the Rangers arrive or preoccupied with their own objective. Alternatively, they could be accessible through Gridwide Communicators, using their Contact Perks through advice or remote weapons. Summoning a Contact could even be harkening back to a past conversation that's gained new relevance. The GM ultimately decides if a Contact can be summoned, based on the nature of the aid they can provide. For example, even if Commander Stanton isn't there to tell the Rangers the best way to captain the *Terra Venture*, they could rely on a technique he showed them for boosting the ship's shields. If Commander Stanton isn't in the scene, though, they might have

to rely on their own Skill Ranks in Persuasion to motivate the colony ship's crew.

Using Contacts

Once summoned, Contacts help the PCs to the best of their abilities.

Player characters can use Contacts they've summoned by spending a special resource called Allegiance Points. Contacts enter a scene with a pool of Allegiance Points, usually 3. The players can choose to spend Allegiance Points to gain the benefit of a Contact Perk. The players need to agree on what they're spending Allegiance on and how much. Contact Perks cost 1 to 3 Allegiance Points.

In combat, Contacts act at Initiative 0 beginning on the turn they are summoned. A Contact's Initiative score can't change unless an option changes it. On the Contact's turn, the players can choose from the Contact's list of Contact Perks, spending the listed Allegiance Point cost. If the players don't want to use any of the Contact's Perks this turn, they don't have to.

Outside of combat, summoned Contact act as they're needed. The players decide when their summoned Contacts act, typically choosing the order that makes the most sense for what they're trying to accomplish.

Contact Exits

When a Contact runs out of Allegiance Points, they either leave the scene or fade into the background. GMs can still use them narratively, as they are characters in the campaign and not disposable pieces of equipment. However, remember that the Contact rules are meant to impact the game in a way consistent with the character's significance to the setting and plot without requiring a lot of time and energy.

If a scene ends and a Contact still has unspent Allegiance Points, they might be available to summon again in a later scene, depending on the narrative.

Unless the story states otherwise or the narrative justifies an exception, Contacts only regain Allegiance Points after the scenario, at which point they regain all their Allegiance Points.

Reading a Contact Stat Block

Contact stat blocks provide the following information, in the following order:

Name: The Contact's name, whether it's a character's proper name (like Andros), a title (like Captain of the *Terra Venture*), or a descriptor related to their purpose in the story (like Space Patrol Delta Agent).

Description: A brief summary of who this character is, what they look like, and how the GM should roleplay them.

Gaining A Contact: 1 to 3 methods to gain this NPC as a Contact. Some methods allow for temporary or limited access, others make the Contact permanently available to summon. Gaining a Contact permanently involves more complex requirements to achieve, and often require the GM to create scenes during downtime to accommodate them.

Allegiance Points: The amount of Allegiance Points the PCs can spend on Contact Perks when they summon the Contact, typically 3.

Contact Perks: 1 to 3 Perks, in alphabetical order, that describe the benefit of the Perk and how many Allegiance Points it costs to use.

Example Contacts from Across the Stars

The following are three Contact examples that your characters may come across in their space adventures.

THE MAGNA DEFENDER

Calling on the Magna Defender can be dangerous—while this timeless warrior doesn't turn down a fight, he won't only focus his efforts on your enemies if you get in his way.

Allegiance Points: 3

GAINING AS A CONTACT

Defender-in-Training: As an avoided enemy of the darkness for more than 3000 years, there's a lot a Ranger can learn from the Magna Defender. If a Ranger can convince the Magna Defender to train them, they can summon their mentor as a Contact once between training sessions.

Enemy of Scorpius: While many flee or surrender to the whims of the insectoid warlord, The Magna Defender stands against him with few allies. If the Rangers prove they're committed to stopping Scorpius and Trakeena's reign of terror by defeating one of his individual monsters, they can impress the Magna Defender and or even better one of his lieutenants, they earn his respect. If the Rangers defeat an individual monster working for Scorpius, they can summon this Contact once. If they defeat one of the lieutenants sworn to serve Scorpius or Trakeena, they can summon this Contact once per story.

Rescued Again: The Magna Defender's zeal can sometimes lead to action first and thought later. If the PCs manage to rescue the Magna Defender from a trap like he was stuck in on Mirinoi, he'll honor the call when they summon this Contact once.

CONTACT PERKS

Defend! (1 Allegiance Point): One member of your team gains +5 to Toughness and Evasion Defense until the end of the next round.

Magna Blaster Barrage (2 Allegiance Points): One enemy of your choice takes 2 Energy damage.

Time's Terrible Prison (3 Allegiance Points): One enemy of Large size or smaller is surrounded by an unbreakable barrier that lasts up to 1 hour or until the team desires to release them.

A PHANTOM RANGER

The Phantom Rangers work in mysterious ways, seemingly aloof and unpredictable as they follow the dictates of the Morphin Masters. Gaining one as a Contact can be difficult, but they're sure to show up when you need them most.

Allegiance Points: 3

GAINING AS A CONTACT

On the Hunt: At least one Phantom Ranger was sent by the Morphin Masters to help find Zordon when he was kidnapped, and Rangers may find themselves working alongside a Phantom Ranger for similar purposes. If the Rangers prove they're on a similar mission to restore the timestream, they can summon a Phantom Ranger for one scene in the story.

Right Time, Right Place: If this Contact is in the scene, the PCs can summon them for 1 round.

CONTACT PERKS

Let Me Help You (1 Allegiance Point): The Phantom Ranger adds ↑2 to a chosen Ranger's next Skill Test.

It's Not Time to Give Up! (2 Allegiance Points): The Phantom Ranger heals an injured team member, restoring 1d2+2 lost Health.

Strafing Run (3 Allegiance Points): The Phantom Ranger's ship soars across the battlefield and unleashes a devastating volley of blasts into the enemy. Inflict 2d2 Energy damage to all enemy targets.

SPACE PATROL DELTA AGENT

Depending on when your story takes place, Space Patrol Delta agents can be a small set of scrappy do-gooders or an intergalactic peacekeeping administration. No matter how big the agency is, Chief Anubis Cruger's force seeks to protect the innocent from marauding monstrosities just like the Rangers do.

Allegiance Points: 3

GAINING AS A CONTACT

Innocents in Danger: While Rangers and S.P.D. agents have their own priorities, both focus on protecting bystanders when monsters come to town. In a scene where monsters threaten the peace, of an area S.P.D. Agents operate, the Rangers can summon this Contact for up to 3 rounds.

Most Wanted: Rangers working to stop known intergalactic criminals can reliably call on Space Patrol Delta for backup. When in an adventure that features a monster wanted by S.P.D., the Rangers can summon this Contact for one scene.

CONTACT PERKS

How Can We Help? (1 Allegiance Point): One team member cannot get a Snag until the end of their next turn.

Suppressing Fire! (2 Allegiance Points): Any enemy that moves to be adjacent to a team member suffers 1 Stun damage until the Space Patrol Delta Agent's next turn.

You're Done Here (3 Allegiance Points): The S.P.D. Agent restrains and incapacitates one enemy target of Threat Level 4 or less.

Threats

Make no mistake, the Power Rangers, no matter what team or corner of the universe they hail from, stand against the darkness. Their foes come in various shapes, sizes, and designs, each with troubling and worrisome powers, abilities, and ideals. A Power Ranger fights for goodness and right, but sometimes who they fight against is just as important.

This chapter contains provides a wealth of Threats for use in the ***Power Rangers Roleplaying Game***. For ease of use, we have divided these Threats into four categories, listed below.

Minions: These are enemies that are numerous in quantity and of relatively low Threat Level, often used as scouts on their own or as support for the other categories of Threats. These beings work best in groups but should present a small challenge in combat.

Individuals: These are more challenging Threats, such as monsters of the week who challenge Power Rangers for a session or two. Individual Threats can serve your campaign by working as mercenaries or lower-level henchmen for the villain of your story, or they can be one-offs. Individual Threats often feature special attacks and two stat blocks, one for fighting on a personal scale and a grown form to battle Zords and Megazords.

Lieutenants: These are Threats of varying levels of risk or danger but of greater importance to the overarching story and the Power Rangers mythos. Unlike many other Threats, defeating one of these beings in a fight often results in their forced retreat or surrender. Vanquishing one these foes once and for all requires significant effort and, likely, special weapons or powers.

Villains: These are Threats of a much higher form and function, often at the top of an enemy organization or group. They directly oppose Power Ranger teams, and facing off against them in combat should be a major event that shapes an entire campaign. Though they are listed in their own sections due to their narrative specificity, the supreme villain Dark Specter and the Psycho Rangers are essentially part of this category.

Cog

"There are so many of them! Where do they keep coming from?"
–Rocky Desantos

The common foot soldier of the Machine Empire, Cogs deploy in large numbers with modifications based on their assignment in addition to the innate energy blasts from their faces. The basic models come equipped for physical labor, but dedicated Pilot-Cogs, Securi-Cogs Siege-Cogs, and more exist. The Machine Empire is never at a loss for these mechanical minions, no matter how many get smashed to their component pieces.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3

MOVEMENT: 30ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 17 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Animal Handling +d2
- Brawn +d4
- Driving +d2
- Initiative +d2
- Might +d4
- Targeting +d4
- Technology +d4
- Languages: Understands and can broadcast speech in most local languages

PERKS

Built to Last: Cogs of all varieties gain 3 points to their Toughness due to the dense durability of their construction.

Relentless: Cogs ignore the effects of Stun damage and automatically spring to their feet when Prone at the cost of a Free action.

ATTACKS

Face Blast (Targeting): +d4, Range 30ft/60ft (1 Energy damage)
Alternate Effect: 1 Energy damage—Blast: 15ft cone (↓1)
Hands: 0

Vice-Like Grip (Might): +d4, Reach (1 Blunt damage and target is Grappled)

HANG-UPS

Cynophobic: Dogs (and other canine species, like Sirians) react angrily to the mechanomantic emanations of Cog construct warriors, and the result has hardwired a fear and discomfort of canine species into all Cogs. Cogs suffer ↓1 on all Skill Tests made within 30ft of a dog or other canine species.

Grinder

"Send in another wave!"
–General Venjix

The foot soldiers in the Venjix Army, Grinders, come armed with dagger blasters that shoot laser beams, which make them dangerous in close combat and from afar. Grinders are trained as pilots for Venjix Drones and can convert themselves into motorcycle-like vehicles (using their Driving Skill for both). Mindless and subservient, Grinders do not have individual personalities or make decisions on their own.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 3

MOVEMENT: 30ft Ground

STRENGTH: 4 **SPEED:** 4
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 14
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Brawn +d2
- Conditioning +1
- Driving (Piloting) +d4*
- Might +d4
- Streetwise +d2
- Targeting +d2
- Languages: Understands and can broadcast speech in most local languages

PERKS

Converter: Spend a Standard action to convert between Grinder Bot Mode and Grinder Motorcycle Alt Mode. While in Motorcycle Alt Mode, a Grinder has a Ground Movement of 60ft.

ATTACKS

Dagger Blaster Blade (Might): +d4, Reach (1 Sharp damage)
Hands: 1

Dagger Blaster Laser (Targeting): +d2, Range 20ft/60ft (1 Laser damage)
Hands: 1

Unarmed Combat (Might): +d4, ach (1 Blunt damage)

Horrid

"Sssssssss..."
–A Horrid on the hunt

The result of an entire species attempting to reach too far into the unknown, Horrid are energy-stealing vampire-like aliens serving the Horrid King. Horrid seep in from dark places like an unstoppable plague, consuming energy to grow from little more than foul shadows in between dimensions and solidify in our reality.

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 5

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 18 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Alertness (Sense Life) +d4*
- Animal Handling +d4
- Athletics +d2
- Brawn +d2
- Deception +d2
- Initiative +d4
- Infiltration +d2
- Intimidation +d2
- Might +d6
- Survival +d2
- Languages: Seemingly unable to speak intelligi but understands all spoken language

PERKS

Damage Resistances: The Horrid are Resistant to the following types of damage: Blunt, Cold, Energy, and Sharp.

Drain Life: When this special weapon effect is applied, the Horrid heals 1 Health and imposes the Impaired condition on the target until the end of the round. In addition, if the target has Personal Power, the attack removes 1 Personal Power from the target.

Horrid Physiology: The Horrid are predatory beings whose bodies are designed for hunting and siphoning life force. They gain a +2 bonus to Toughness and Evasion Defenses.

ATTACKS

Inhale Life (Might): +d6, Reach (Stun 2)
Critical Effect: Drain Life
Hands: 0
Traits: Armor-Piercing

Void Claws (Might): +d6, Reach (1 Void damage)
Hands: 1
Traits: Multi-Weapon (2), Void

HANG-UPS

Multi-Phasal: The Horrid must consume energy to become corporeal and fully part of this dimension. Anytime the Horrid suffers 2 or more damage (after Resistance) from one attack, they must roll a 1d4. If the result exceeds their current Health, they suffer a multi-phasal shift out of the current reality and are Defeated.

Krybot

"Ping!"
–The sound of a Krybot coming online

The manufactured robotic soldiers of the Troobian Empire, Krybots are simplistically designed to make them easy to replace when they inevitably get thrown in great numbers against a superior opponent. They can be programmed for many basic tasks in addition to their standard loadout as frontline infantry. They come in three varieties: the standard white-headed version, an upgraded blue-headed model, and the elevated orange-headed model with upgraded programming.

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2

MOVEMENT: 30ft Ground

STRENGTH: 4 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Animal Handling +d2
- Brawn +d4
- Initiative +d2
- Might +d4
- Targeting +d4
- Technology +d2
- Languages: Understands and can broadcast speech in most local languages

PERKS

Modified (Blue Head): For every three white-headed Krybots, one among them is upgraded to a blue-headed version with ↑1 to Alertness, Brawn, Might, and Technology Skill Tests.

Modified (Orange Head): For every eight white- and blue-headed Krybots, one among them is upgraded to an Orange head version. It receives ↑1 to Alertness, Brawn, Might, and Technology Skill Tests and grants Edge to all other Krybots' Initiative rolls.

Tireless: Krybots don't need to eat, drink, sleep, or breathe. They are immune to Stun damage and the Stunned Condition.

ATTACKS

Hand Blaster (Targeting): +d4, Range 25ft/50ft (1 Energy damage)
Hands: 1

Bash (Might): +d4, Reach (1 Blunt damage)

GEAR

Weapons: Hand blaster

HANG-UPS

Loose Connections: The same modular internal mechanisms that make Krybots so versatile make them prone to physical malfunction when jarred suddenly. A Critical Success on an Attack roll targeting a Krybot will automatically Defeat it.

Piranhatron

"Send in the swarm!"
–Divatox

The monstrous servants and foot soldiers of Divatox, Piranhatrons are creatures of darkness often teleported into a situation alongside another, more strategic creature in Divatox's forces. Durable and ferocious fighters, these monsters heft clubs, swords, spears, and other weapons, but they aren't bright or inventive. Knowing this, Divatox sends her soldiers to do simple tasks, fight her enemies, and do little else.

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4

MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 5
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 18 **EVASION:** 15
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Deception +d2
- Infiltration +d4
- Initiative +d2
- Might +d4
- Targeting +d4
- Languages: Understands most languages but can speak only in Piranhatron

PERKS

Dark Denizen: Piranhatrons are steeped in the darkness from another dimension, gaining Edge on all Infiltration Skill Tests to hide from sight. Additionally, they can see in any amount of light or dark as if it was brightly lit.

Surprise Attack: The Piranhatron gains Edge on Attack rolls against any creature it has Surprised.

ATTACKS

Savage Weapons (Might): +d4, Reach (1 Blunt or Sharp damage)
Critical Effect: Target has Snag on their next attack
Hands: 2

Wrist Blaster (Targeting): +d4, Range 40ft/90ft (1 Energy damage)
Hands: 0
Traits: Accurate (↑1)

GEAR

Armor: Armored Plating (+2 deflective bonus to Toughness)

Weapons: Savage Weapons, Wrist Blaster

HANG-UPS

Unimaginative: Designed and empowered to follow orders, Piranhatrons suffer from a lack of tactical forethought. Unless a higher Threat Level enemy directly orders them to do otherwise, a Piranhatron always moves to and attacks the nearest enemy target. More complex actions suffer a Snag.

Quantron

"In the name of the Princess of Darkness, surrender or be obliterated."
–Quantron warning

The mechanical foot soldiers of Astronema's armada, Quantrons are loyal robots made from layered armor plates and energized internal mechanisms. The Princess of Darkness uses these constructs as infantry, crew for her Sphinx ship, and pilots of her armada's fighter craft. Engineers can easily modify these robotic servants for specific environments, in special services, or even in service to a monster in her employ.

THREAT LEVEL: 4

SIZE: Common **HEALTH:** 4

MOVEMENT: 30ft Ground

STRENGTH: 7 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 19 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Athletics +d2
- Brawn +d2
- Driving +d2
- Initiative +d2
- Intimidation +d4
- Might +d6
- Streetwise +d2
- Targeting +d4
- Technology +d2
- Languages: Understands and can broadcast speech in most local languages; speaks Quantron

PERKS

Expert Pilots: When piloting a vehicle, the Quantron gains ↑1 to Skill Tests and grants the vehicle a +3 bonus to its Evasion Defense.

Phalanx Formation: Quantrons operate by networked tactics, computing the best angles of attack and defense for each Quantron in a unit. A Quantron gains ↑1 to Attack Skill Tests and a +2 bonus to Defenses for every two other Quantrons in an area.

Tireless: Quantrons don't need to eat, drink, sleep, or breathe. They are immune to Stun damage and the Stunned Condition.

We Know No Fear: Quantrons are immune to fear or intimidation effects.

ATTACKS

Energy Blast (Targeting): +d4, Range 40ft/100ft (1 Energy damage)
Hands: 0

Q-Blade (Might): +d6, Reach (1 Sharp damage)
Alternate Effect: 1 Sharp damage; Multiple (2) Targets (Reach, ↓1), Stun 1 (↑1); Maneuver
Critical Effect: Target is shoved away 5ft and made Prone.
Hands: 2

POWERS

Cyber Slash (1/scene, Standard): A Quantron slashes in a high-powered blur. They attempt a **Might Skill Test against the Evasion Defense** of all enemy targets within 5ft; this attack is made at ↓1 and deals 1 Sharp damage on a successful hit.

GEAR

Armor: Quantron Armor (+2 deflective bonus to Toughness, grants Edge on Infiltration [Disguise] or Deception Skill Tests about acting like a Quantron)

Weapon: Q-Blade

HANG-UPS

Salvageable: The armor built into a Quantron's body can be salvaged and worn after they are Defeated, adding a +1 deflective bonus to the wearer's Toughness for 1d4+1 scenes or until the armor is taken off, whichever comes first. Additionally, it can grant Edge on Infiltration (Disguise) or Deception Skill Tests to pose as a Quantron.

Space Pirate

"Aye aye, Cap'n!"
–Rafe, Mercurian space pirate

Members of ship crews that fly Captain Mutiny's pirate banners for the United Alliance of Evil, these space pirates hail from a variety of alien species, planets, and cultures. Whether they were conscripted into the crew or signed the charter to get rich and infamous, they answer to Captain Mutiny's orders or those coming from Divatox.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3

MOVEMENT: 30ft Ground

STRENGTH: 4 **SPEED:** 4
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 15 **EVASION:** 15
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d2
- Athletics +d2
- Culture +d2
- Deception +d2
- Driving +d2
- Initiative +d2
- Intimidation +d2
- Might +d4
- Streetwise +d2
- Targeting +d4
- Languages: Speaks one native language fluently; able to get by in a multitude of spacefaring tongues

PERKS

From All Over: Space Pirates form mixed crews of species and cultures, meaning their collective skill base is extremely varied. Space Pirates do not suffer the normal Snag when attempting an unskilled Skill Test.

Ganging Up: A Space Pirate gains Edge on attack Skill Tests against a creature if at least one of the Space Pirate's allies is within 5ft of the target.

ATTACKS

Cutlass (Might): +d4, Reach (1 Sharp damage)
Hands: 1

Pistol Blaster (Targeting): +d4, Range 20ft/60ft (1 Energy damage)
Hands: 1

GEAR

Armor: Layered ProTec Vest (+1 armor bonus to Toughness and Evasion)

Weapons: Cutlass, Pistol Blaster

Other: Pirate booty (a +d4 bonus to Wealth tests)

HANG-UPS

Abandon Ship!: Unless within 30 ft of a commander from the United Alliance of Evil, Space Pirates automatically gain the Frightened condition when reduced to 1 Health.

Stingwinger

"Anybody have some bug spray?"
–Leo Corbett, Red Galaxy Ranger

An alien race of insectoid beings chemically and telepathically altered to serve the monster Scorpius (and later, Trakeena), Stingwingers are a hive of soldier drones that selflessly hurl themselves at their master's enemies. Capable of limited shapeshifting, generally in the form of changing their hands into devastating stingers, they can hide in plain sight, ambushing enemies when they reveal themselves!

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3

MOVEMENT: 30ft Ground; 40ft Aerial

STRENGTH: 5 **SPEED:** 4
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 18 **EVASION:** 14
WILLPOWER: 11 **CLEVERNESS:** 12

SKILLS

- Alertness +d2
- Animal Handling +d4
- Athletics +d2
- Brawn +d4
- Infiltration +d2
- Initiative +d2
- Might +d4
- Targeting +d4
- Languages: Stingwingers communicate with each other using a combination of pheromonal cues and limited telepathy but understand most spacefaring languages.

PERKS

Chitinous: The hard shell of the Stingwinger's body grants them a +3 plating to Toughness.

Flit-Port: Stingwingers can teleport up to 60ft away by spending both their Standard and Move actions.

Swarm: Stingwingers from the same hive make up for each others' mistakes. When a Stingwinger fails an attack Skill Test, the next Stingwinger to Attack the same target receives ↑1. This dice shift is cumulative (↑2, ↑3, and so forth) until a member from the hive succeeds in hitting their mark.

ATTACKS

Eye Beams (Targeting): +d4, Range 30ft/70ft (1 Laser damage)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 0

Stinger Claw (Might): +d4, Reach (1 Sharp damage)
Critical Effect: 1 Poison damage
Hands: 1

HANG-UPS

Internal Harmony: Stingwingers have sensitive internal parts that can easily disrupt powerful vibrations or ultrasonic frequencies. Whenever they suffer Sonic damage, they suffer the Impaired condition until the end of their next turn.

Tenga Warrior

"Watch the Tenga! Watch the Tenga!"
–Quote from Tenga lore

Rito Revolto's present to his brother-in-law, Lord Zedd, was a collection of psychically charged monster eggs that hatched to unleash the Tenga Warriors. These bird-like creatures reproduced remarkably fast and were once known as some of the fiercest fighters in the universe. Time spent sealed in their eggs dulls them somewhat, but they are numerous and easily replaceable.

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3
MOVEMENT: 30ft Ground; 40ft Aerial

STRENGTH: 4 **SPEED:** 3
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 13 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d2
- Alertness +d4
- Animal Handling +d2
- Athletics +d2
- Brawn +d2
- Culture +d2
- Deception +d2
- Finesse +d2
- Initiative +d2
- Might +d4
- Languages: Speaks Tenga and all languages local to their hatching area

PERKS

Distraction: Enemies suffer ↓1 to their Attacks if there are two or more Tenga Warriors within 10ft of the attacker.

Dive-Bomb: Tenga Warriors gain ↑1 to Attack Skill Tests after moving at least 10ft in a straight line using Aerial Movement.

ATTACKS

Beakslash (Finesse): +d2, Reach (1 Sharp damage)
Hands: 0
Special Effect: If the Tenga Warrior hits an enemy with their Talon Attack, the Tenga may Beakslash using Free actions.

Talon (Might): +d4, Reach (1 Sharp damage)
Hands: 0

HANG-UPS

Retreat!: Tenga Warriors are intelligent enough to know not to stick around if facing powerful opponents. If half or more of the Tenga Warriors are Defeated, the GM rolls 1d6 at the beginning of each Combat round. On a result of 1, the Tengas' bravery breaks, and they spend their remaining actions to flee.

Attack Bot, Generation 5 (Normal)

"Unleash Generation 5 Attack Bot."
–Venjix Virus

A robotic war-machine created by the sentient Venjix Virus to serve as a weapon and a momentary host of its consciousness, the Generation 5 Attack Bot is a straightforward opponent with multi-purpose pipe cannons on its shoulders and advanced defensive programming.

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 8

MOVEMENT: 30ft Ground

STRENGTH: 8 **SPEED:** 6
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 22 **EVASION:** 16
WILLPOWER: 14 **CLEVERNESS**: 12

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Conditioning +1
- Initiative +d6
- Might +d6
- Persuasion +d4
- Targeting +d6
- Technology +d4
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Heavy Chassis: An Attack Bot's chassis functions as Heavy Armor (+4 deflective bonus to Toughness).

Super Jump: Attack Bots have hydraulic legs, multiplying all jump heights and distances by five.

Venjix Virus Bot Host: The Attack Bot hosts a copy of and is programmed to serve the ultra-advanced Venjix Virus. It is immune to Poison and Psychic damage, Stun, and effects that target its mind, and it automatically assumes its Grown statistic block 1d6 rounds after being reduced to 0 Health.

ATTACKS

Fireball Launchers (Targeting): +d6, Range 40ft/150ft (1 Fire damage)
Alternate Effects: 1 Fire damage—Multiple (2) Targets (40ft, ↓1)
Critical Effect: Target must use a Free action to extinguish themselves or suffer 1 Fire damage at the end of their next turn.
Hands: 0

Robot Fists (Might): +d6, Reach (2 Blunt damage)
Hands: 0
Traits: Multi-Weapon (2)

POWERS

Smoke Launchers (3/scene, Move): The Generation 5 launches a missile that creates a 15ft × 15ft area of smokescreen within 60 ft that provides cover but imposes the Blinded condition on any creature within the area. This smokescreen lasts 1d2 rounds.

Attack Bot, Generation 5 (Grown)

Once the Venjix Virus triggers the war-form of its generation shells, the construct grows to enormous size and is ready to fight once more!

THREAT LEVEL: 11

SIZE: Gigantic **HEALTH:** 12

MOVEMENT: 35ft Ground

STRENGTH: 10 **SPEED:** 8
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 24 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 14

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d6
- Conditioning +1
- Initiative +d6
- Might +d8
- Performance +d4
- Persuasion +d4
- Targeting (Launchers) +d8*
- Technology +d6
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Heavy Chassis: An Attack Bot's chassis functions as Heavy Armor (+4 deflective bonus to Toughness).

Venjix Virus War Host: The robot's programming ensures greater resilience when in its Grown form. It is immune to Poison and Psychic damage, Stun, and effects that target its mind, and it reduces all damage it suffers by 1. This cannot reduce incoming damage to less than 1.

ATTACKS

Robot Fists (Might): +d8, Reach (2 Blunt damage)
Critical Effect: Target is knocked Prone.
Hands: 0
Traits: Multi-Weapon (2)

Inferno Launchers (Targeting): +d8*, Range 80ft/300ft (2 Fire damage)
Alternate Effects: 2 Fire damage; Multiple (2) Targets (80ft, ↓1)
Critical Effect: Target must use a Free action to extinguish themselves or suffer 2 Fire damage at the end of their next turn.
Hands: 0

Smogshot Launchers (Targeting): +d8*, Range 80ft/300ft (2 Acid damage—Blast: 10ft radius)
Critical Effect: Target must move at least 20ft on their next turn or suffer 2 Poison damage.
Hands: 0

POWERS

Smoke Launchers (3/scene, Move): The Generation 5 launches a missile that creates a 30ft × 30ft area of smokescreen within 100ft that imposes the Blinded condition on any creature within the area. This smokescreen lasts 1d4 rounds.

HANG-UPS

Just a Big Drone: The Venjix Virus is, at its core, a sentient computer program with advanced problem-solving, so it knows when to abandon untenable situations. At the beginning of this creature's turn, roll 1d4. If the result is higher than its current Health, the virus puts the bot into shutdown protocols, causing it to suffer a Snag on all Skill Tests for the remainder of the scene.

Broodwing

"I'm sure we can come to some agreement!"
–Broodwing

Always on retainer for Emperor Gruumm's Troobian Empire, this three-eyed bat alien is one of the galaxy's leading arms and equipment dealers. Interacting with the rest of the world through a unique, wing-caped environmental exo-suit, Broodwing is a walking, flying, and fighting example of the kinds of technology he has at his mechanical fingertips.

THREAT LEVEL: 9

SIZE: Common **HEALTH:** 9

MOVEMENT: 30ft Ground

STRENGTH: 4 **SPEED:** 3
SMARTS: 8 **SOCIAL:** 9

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 18 **CLEVERNESS:** 19

SKILLS

- Acrobatics +d2
- Alertness +d2
- Animal Handling +d4
- Brawn +d2
- Culture +d4
- Deception +d4
- Intimidation +d4
- Might +d4
- Persuasion (Haggling) +d6*
- Science +d2
- Streetwise +d2
- Targeting +d4
- Technology +d8
- Languages: Can speak and understand most spacefaring languages

PERKS

Enviro-Container: The high-tech container and attached suit Broodwing lives within make him immune to Poison damage, resistant to Acid and Cold damage, and completely sealed against atmospheric conditions.

ATTACKS

Punches (Might): +d4, Reach (Stun 1)
Critical Effect: 1 Blunt damage

Slow Blaster (Targeting): +d4, Range 30ft/90ft (Stun 1)
Critical Effect: Target is Immobilized until the end of its next turn.
Traits: Accurate (↑1)

POWERS

Always Prepared (1/scene, Standard): Broodwing can toss out a summoning sphere and bring 2d6 Krybots into the scene.

Something Just For You (1/turn, Free): Broodwing can produce a unique device to throw his enemies off guard. He makes an Attack using his Technology Skill against one target's Evasion Defense, inflicting a random condition on them. If successful, roll 1d4: 1–Asleep, 2–Frightened, 3–Impaired, 4–Mesmerized; on a Critical Success, roll twice and apply both results. The condition lasts 1d4 rounds.

HANG-UPS

Mercenary Loyalty: Broodwing has loyalty to one person: whoever is paying him the most at the time. When reduced to 3 or fewer Health, Broodwing stops fighting and tries to negotiate a bargain or escape clause, spending his next turn trying to work out a deal.

Cruel Chrome (Normal)

"You might as well wave goodbye to your world right now!"
–Cruel Chrome

Created by Prince Gasket, Cruel Chrome is a standard Earth-based leisure wave runner saturated with mechanomantic energies. The transformation resulted in a bad tempered mechanoid armed with several ranged combat implements and agile hand-to-hand combat skills.

THREAT LEVEL: 12

SIZE: Large **HEALTH:** 14

MOVEMENT: 35ft Ground; 40ft Aquatic

STRENGTH: 9 **SPEED:** 10
SMARTS: 5 **SOCIAL:** 6

TOUGHNESS: 23 **EVASION:** 20
WILLPOWER: 15 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Conditioning +2
- Finesse +d8
- Initiative +d6
- Intimidation +d6
- Performance +d4
- Persuasion +d4
- Streetwise +d4
- Survival +d6
- Targeting (Boomerang) +d6*
- Languages: Understands and can communicate with most sentient beings

PERKS

Adaptive Tactics: Cruel Chrome can choose to re-roll his Initiative as a Free action.

Insulated Chassis: Cruel Chrome's resilient chassis grants him Resistance to Cold damage and a +4 deflective bonus to Toughness.

ATTACKS

Boomerang (Targeting): +d6*, Range 40ft/150ft (3 Sharp damage)
Hands: 1
Traits: Accurate (↑1)

Energy Blasts (Targeting): +d6, Range 40ft/100ft (2 Energy damage)
Hands: 0

Fists (Finesse): +d8, Reach (1 Blunt damage)

POWERS

Hose Down (Standard): Cruel Chrome sprays a 60ft-long, 10ft-wide line of toxic water at his foes. He attempts a single Targeting Skill Test against all creatures at ↓1. A target suffers 2 Poison damage on a successful hit and is knocked Prone on a Critical Success.

HANG-UPS

Mechanomantic Construct: Cruel Chrome is a modified, animated piece of technology and little more. He cannot attempt unskilled Smarts-based Skill Tests.

Cruel Chrome (Normal)

When grown, Cruel Chrome sprouts spikes from his hands and feet, turning him into an even more capable engine of destruction.

THREAT LEVEL: 15

SIZE: Towering **HEALTH:** 21

MOVEMENT: 35ft Ground; 30ft Aquatic

STRENGTH: 12 **SPEED:** 11
SMARTS: 7 **SOCIAL:** 6

TOUGHNESS: 26 **EVASION:** 21
WILLPOWER: 17 **CLEVERNESS:** 16

SKILLS

- Alertness +d8
- Athletics +d4
- Brawn +d8
- Conditioning +6
- Finesse +d8
- Initiative +d6
- Intimidation +d6
- Performance +d4
- Persuasion +d4
- Streetwise +d4
- Survival +d6
- Targeting (Boomerang) +d6*
- Languages: Understands and can communicate with most sentient beings

PERKS

Adaptive Tactics: Cruel Chrome can choose to re-roll his Initiative as a Free action.

Insulated Chassis: Cruel Chrome's resilient chassis grants him Resistance to Cold damage and a +4 deflective bonus to Toughness.

ATTACKS

Blades (Finesse): +d8, Reach (2 Sharp damage)
Hands: 1
Traits: Multi-Weapon (2)

Boomerang (Targeting): +d6*, Range 40ft/150ft (3 Sharp damage)
Hands: 1

Shoulder Cannon (Targeting): +d6, Range 60ft/200ft (5 Energy damage); usable 1/scene
Hands: 0

Toxic Bomb (Targeting): +d6, Range 50ft/200ft (2 Poison damage—Blast: 15ft radius)
Critical Effect: 2 Acid damage
Hands: 1

Wire Lash (Targeting): +d6, Range 50/100ft (no damage)
Special Effect: Target is Restrained until they succeed at a **DIF 20 Brawn Skill Test** or until the beginning of Cruel Chrome's next turn (see Powers below).
Hands: 1
Traits: Accurate (↑1)

POWERS

Charged Wire: When Cruel Chrome begins his turn, any target Restrained by his Wire Lash Attack suffers 3 Energy damage and loses the Restrained condition.

Energize (Free): Cruel Chrome can change the damage type of any of his attacks to Electric.

HANG-UPS

Mechanomantic Construct: Cruel Chrome is a modified, animated piece of technology and little more. He cannot attempt unskilled Smarts-based Skill Tests.

Weak Point: Once Grown, Cruel Chrome has a small area on his back that is less protected than the rest of his body. A foe can notice the weak spot with a successful **DIF 17 Alertness (Perception) Skill Test** as a Free action. Attacks that specifically target this spot suffer ↓1 but gain Edge.

Decibat

"You haven't HEARD the last of me!"
–Decibat

Hailing from the Lost Galaxy, Decibat is a cybernetic bat-alien with implanted sonic weapons that he calls his woofers. He works as a thug for Trakeena and other villains.

THREAT LEVEL: 9

SIZE: Large **HEALTH:** 10

MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 7
SMARTS: 8 **SOCIAL:** 6

TOUGHNESS: 13 **EVASION:** 17
WILLPOWER: 18 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d2
- Alertness (Perception) +d6*
- Animal Handling +d4
- Conditioning +1
- Culture +d4
- Deception +d4
- Finesse +d4
- Initiative +d2
- Intimidation +d4
- Performance +d2
- Streetwise +d2
- Targeting (Speakers) +d6*
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

Background Noise: Decibat's sonic weaponry leaves trailing echoes of erratic noise in the area. Decibat's enemies suffer Snag on all Alertness Skill Tests.

Pour it On: As long as Decibat does not move from his current location, he gains a cumulative ↑1 on Attack Skill Tests.

ATTACKS

Claws (Finesse): +d4, Reach (1 Sharp damage)
Hands: 0

Speaker Blaster (Targeting): +d6*, Range 40ft/100ft (1 Sonic damage—Blast: 5ft radius)
Critical Effect: Target is Impaired until the end of its next turn.
Hands: 0
Special Effect: Targets can't use Evasion Defense.

HANG-UPS

Bat-Morph: When reduced to 2 or fewer Health, Decibat shapeshifts into a small, glowing bat creature and tries to escape using an Aerial Movement of 40ft. While in this shape, he has a +3 bonus to Evasion Defense, but any further damage Defeats him instantly.

Not My Woofer!: Decibat's shoulder speakers are his weak point, and he will not risk their destruction. Any attack that does 3 or more damage in a single hit has a chance to destroy one of his speakers. When this situation occurs, roll 1d4. On a 1, the attack breaks one of his speakers, and Decibat immediately tries to escape via Bat-Morph.

Flamite (Normal)

"Did your mother tell you not to play with fire?"
–Flamite

A mercenary all too happy to sign on with the United Alliance of Evil, Flamite is an alien mollusk-like creature with long-reaching tentacles attuned to flame, fire, and heat. There is no job too low or immoral for Flamite to undertake, as long as the pay is right.

THREAT LEVEL: 7

SIZE: Large **HEALTH:** 9

MOVEMENT: 25ft Ground

STRENGTH: 9 **SPEED:** 7
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 19 **EVASION:** 17
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d4
- Brawn +d4
- Conditioning +2
- Initiative +d4
- Might +d6
- Performance +d4
- Targeting +d6
- Languages: Fluent in most spacefaring languages

PERKS

Fire Blooded: Flamite is immune to Fire damage.

ATTACKS

Flame Blast (Targeting): +d6, Range 0ft (1 Fire damage—Blast: 30ft cone); usable 2/scene
Hands: 0
Special Effect: Targets can't use Toughness Defense.

Flaming Tentacles (Might): +d6, Reach ×2 (1 Fire damage)
Critical Effect: The target is Grappled, Restrained, and Flamite can pull or push them 5ft.
Hands: 0
Traits: Multi-Weapon (2)

POWERS

Smokescreen (3/Scene, Move): Flamite creates a 20ft × 20ft area smokescreen adjacent to his position that provides cover and imposes the Blinded condition on any enemies in the area. The smokescreen clears after 2 rounds or with a strong gust of air.

Flamite (Grown)

Swollen with the dark power infused within his burning core, Flamite can reach into the very energy flows of the planet's crust with tendrils of his fiery form and trigger volcanic activity in his immediate surroundings.

THREAT LEVEL: 11

SIZE: Gigantic **HEALTH:** 15

MOVEMENT: 30ft Ground

STRENGTH: 13 **SPEED:** 9
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 23 **EVASION:** 19
WILLPOWER: 14 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d6
- Alertness +d8
- Athletics +d4
- Brawn +d8
- Conditioning +4
- Initiative +d6
- Might +d6
- Performance +d4
- Survival +d4
- Targeting (Flame Shot, Springshots) +d6*
- Languages: Fluent in most spacefaring languages

PERKS

Fire Blooded: Flamite is immune to Fire damage.

Sure-Footed: Flamite roots himself to the ground with his tentacles when not in motion, imposing a Snag on any attempt to move him forcibly.

ATTACKS

Flame Shot (Targeting): +d6*, Range 60ft/150ft (2 Fire damage)
Hands: 0
Special Effect: Target can't use Toughness Defense.

Flaming Tentacles (Might): +d6, Reach ×2 (2 Fire damage)
Critical Effect: The target is Grappled, Restrained, and Flamite can pull or push them up to 20ft.
Traits: Multi-Weapon (2)

Springshot (Targeting): +d6*, Range 60ft/120ft (3 Fire damage—Blast: 5ft radius); usable 3/scene
Hands: 1
Traits: Wrecker

POWERS

Smokescreen (3/Scene, Free): When Flamite hits with a Springshot Attack, he can create a 40ft × 40ft area of smokescreen centered on the same point as the attack. The smokescreen provides cover and imposes the Blinded condition on any enemies in the area. The smokescreen clears after 2 rounds or with a strong gust of air.

HANG-UPS

Rapid Cooldown: Once grown, Flamite's internal furnace of magma-like blood travels farther from his core, making it susceptible to cooling rapidly. If Flamite takes any Cold damage, he suffers ↓1 on all Skill Tests until the end of his next turn.

Gigabot

"Behold! My latest great creation!"
–Professor Mooney

A monstrous combination of spare parts created by Professor Mooney, the Gigabot is an enormous testament to how envious he was of his rival, Kat Manx. The alien scientist assembled the leftovers from several S.P.D. confrontations to create one amalgamated automaton capable of countering the Power Rangers' Megazord at every turn.

THREAT LEVEL: 12

SIZE: Gigantic **HEALTH:** 16

MOVEMENT: 30ft Ground; 60ft/30ft Aerial

STRENGTH: 15 **SPEED:** 10
SMARTS: 4 **SOCIAL:** 1

TOUGHNESS: 28 **EVASION:** 20
WILLPOWER: 14 **CLEVERNESS:** 11

SKILLS

- Alertness +d6
- Athletics +d6
- Brawn +d8
- Conditioning +4
- Driving (Autopilot) +d6*
- Initiative +d4
- Might +d8
- Performance +d4
- Survival +d4
- Targeting (Lasers) +d6*
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Built to Last: The Gigabot's durable chassis grants it a +3 deflective bonus to Toughness.

Megazord Analysis: Gigabot does not suffer the penalty for focusing its Attacks on a single piece of a Combiner Megaform.

Zero-G: This being can survive in a vacuum and low-to-0 gravity environments. It can move like an Aerospace vehicle.

ATTACKS

Shoulder Laser Array (Targeting): +d6*, Range 100ft/350 ft (2 Laser damage)
Alternate Effects: 2 Laser damage—Multiple (4)
Targets (100ft, ↓1)
Hands: 0

Giga-Smash (Might): +d8, Reach (3 Blunt damage)
Critical Effect: Target is knocked Prone.
Hands: 0
Traits: Wrecker

POWERS

Tailspin (1/Scene, Standard): Gigabot moves with Aerial Movement up to 100ft in a straight line, making a single Giga-Smash Attack with ↓1 against all enemy targets within 20ft of its travel path.

HANG-UPS

Weak Points: The Gigabot exposes hidden weak spots when it overextends itself. After a Fumbled Skill Test, Gigabot suffers Snag on all Skill Tests and takes an additional point of damage when hit with a Critical Success until the start of its next turn.

Icy Angel (Normal)

"Yeah...that sounds like...the right thing to do..."
–One of Icy Angel's victims

A winged alien from an icy planet in the Lost Galaxy, Icy Angel is a charismatic mercenary who isn't afraid to go toe-to-toe with Power Rangers. Her abilities are rooted in her alien physiology and mysticism, which empower her to reach into the minds and hearts of the weaker-willed.

THREAT LEVEL: 8

SIZE: Large **HEALTH:** 8

MOVEMENT: 30ft Ground

STRENGTH: 2 **SPEED:** 10
SMARTS: 3 **SOCIAL:** 7

TOUGHNESS: 12 **EVASION:** 20
WILLPOWER: 13 **CLEVERNESS:** 17

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d4
- Culture +d2
- Deception +d4
- Finesse +d4
- Initiative +d4
- Persuasion (Charm) +d8*
- Targeting (Archery) +d6*
- Languages: Fluent in most spacefaring languages

PERKS

Cold Blooded: Icy Angel is immune to Cold damage.

Mystical: Icy Angel's Attacks and Powers are mystical, ignoring any bonuses to Toughness from armor and gaining ↑1 against mundane targets (those that don't possess the Mystic Perk, Magic Powers, or Supernatural Perks); the GM has the final say as to whether a target is mundane or not.

ATTACKS

Coldheart Arrow (Targeting): +d6* vs Willpower, Range 60ft/150ft (no damage); usable 2/scene
Special Effect: Target is Mesmerized until an ally uses a Standard action and succeeds on a **DIF 16 Persuasion or Intimidation Skill Test**.
Hands: 2
Traits: Accurate (↑1)

Ice Arrow (Targeting): +d6*, Range 60ft/150ft (1 Cold damage)
Critical Effect: Target is Immobilized until they spend a Standard action to break free.
Hands: 2
Traits: Accurate (↑1)

Kicks and Chops (Finesse): +d4, Reach (1 Blunt damage)
Critical Effect: Target is pushed 10ft away.
Hands: 0
Traits: Martial Arts

POWERS

Call the Hive (1/scene, Standard): Icy Angel can summon 2d4 Stingwingers to aid her.

HANG-UPS

Full of Herself: Icy Angel cannot stand looking bad in front of anyone. When she is reduced to 0 Health or if someone gets a Critical Success with any kind of Skill Test that mocks or humiliates her, she roars out her frustration and begins to swell with her own pride, becoming Icy Angel (Grown).

Icy Angel (Grown)

Icy Angel fills herself with anger and rage, growing in size and power. In this shape, she forgoes her tricky abilities in favor of simple brutality.

THREAT LEVEL: 12

SIZE: Gigantic **HEALTH:** 15

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 12
SMARTS: 3 **SOCIAL:** 7

TOUGHNESS: 18 **EVASION:** 22
WILLPOWER: 13 **CLEVERNESS:** 17

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d4
- Brawn +d6
- Conditioning +3
- Culture +d2
- Deception +d4
- Finesse +d6
- Initiative +d4
- Persuasion (Charm) +d8*
- Targeting (Archery) +d8*
- Languages: Fluent in most spacefaring languages

PERKS

Cold Blooded: Icy Angel is immune to Cold damage.

Icy Defeat: When Defeated, Icy Angel breaks into a thousand chunks of ice that re-form into Icy Angel (Normal) after the scene ends. This can be stopped by capturing and separating the chunks.

Mystical: Icy Angel's Attacks and Powers are mystical, ignoring any bonuses to Toughness from armor and gaining ↑1 against mundane targets (those that don't possess the Mystic Perk, Magic Powers, or Supernatural Perks); the GM has the final say as to whether a target is mundane or not.

ATTACKS

Ice Arrow (Targeting): +d8*, Range 100ft/300ft (3 Cold damage)
Critical Effect: Target is Immobilized until they spend a Standard action to break free.
Hands: 2
Traits: Accurate (↑1)

Icy Blows (Finesse): +d6, Reach (3 Cold damage)
Hands: 0
Traits: Martial Arts

POWERS

Glacial Breath (2/scene, Targeting): Grown Icy Angel can breathe a dangerous gust of ice. She attempts a **Targeting Skill Test against the Evasion Defense** of all creatures in a 60ft Cone. On a success, the target takes 3 Cold damage, and on a Critical Success, the target is also Restrained until they succeed at a **DIF 20 Brawn Skill Test**.

HANGUP

Too Cool: When Icy Angel is full of her supercooled energies, she becomes weak to rapid temperature increases. The Grown Icy Angel is Vulnerable to Fire damage, meaning attacks that deal Fire damage automatically gain Edge against her.

Mechaterpillar

"Mechaterpillar is a perfect creation!"
–Prince Gasket

Prince Gasket created the Mechaterpillar to raze enemy forces and fend off Zords if they interfered in his schemes. This robotic insectoid can crush foes with its assembled body or split into its component pieces to overwhelm them.

THREAT LEVEL: 14

SIZE: Extended III **HEALTH:** (10/10/10/10/10)

MOVEMENT: 35ft Ground

STRENGTH: 20 **SPEED:** 7
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 30 **EVASION:** 17
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Athletics +d8
- Brawn +d12
- Conditioning +6
- Initiative +d6
- Might (Brute Force) +d10*
- Performance +d6
- Survival +d4
- Targeting +d6
- Languages: Understands common spacefaring languages but communicates with growls and laughter

PERKS

Megaform Structure: While in its primary assembled form, Mechaterpillar takes damage in the same way that a Combiner Megazord does (see page 140 of the ***Power Rangers Roleplaying Game Core Rulebook***).

Teleporter: As a Free action, Mechaterpillar can instantly transport to or from a scene but cannot use the teleporter to Maneuver within an existing scene.

ATTACKS

Body Slam (Might): +d10*, Reach (2 Blunt damage)
Special Effect: All Body Segments

Forehead Beams (Targeting): +d6, Range 50ft/150ft (3 Energy damage)
Special Effect: 1st Body Segment Only

Squeeze! (Might): +d10*, Reach (3 Blunt damage—Multiple [3] Targets [Reach; targets must be within 10ft of each other])
Special Effect: Useable ONLY in Combined Megaform

Tail Pulse (Targeting): +d6, Range 40ft/120ft (2 Energy damage)
Special Effect: 5th Body Segment Only

POWERS

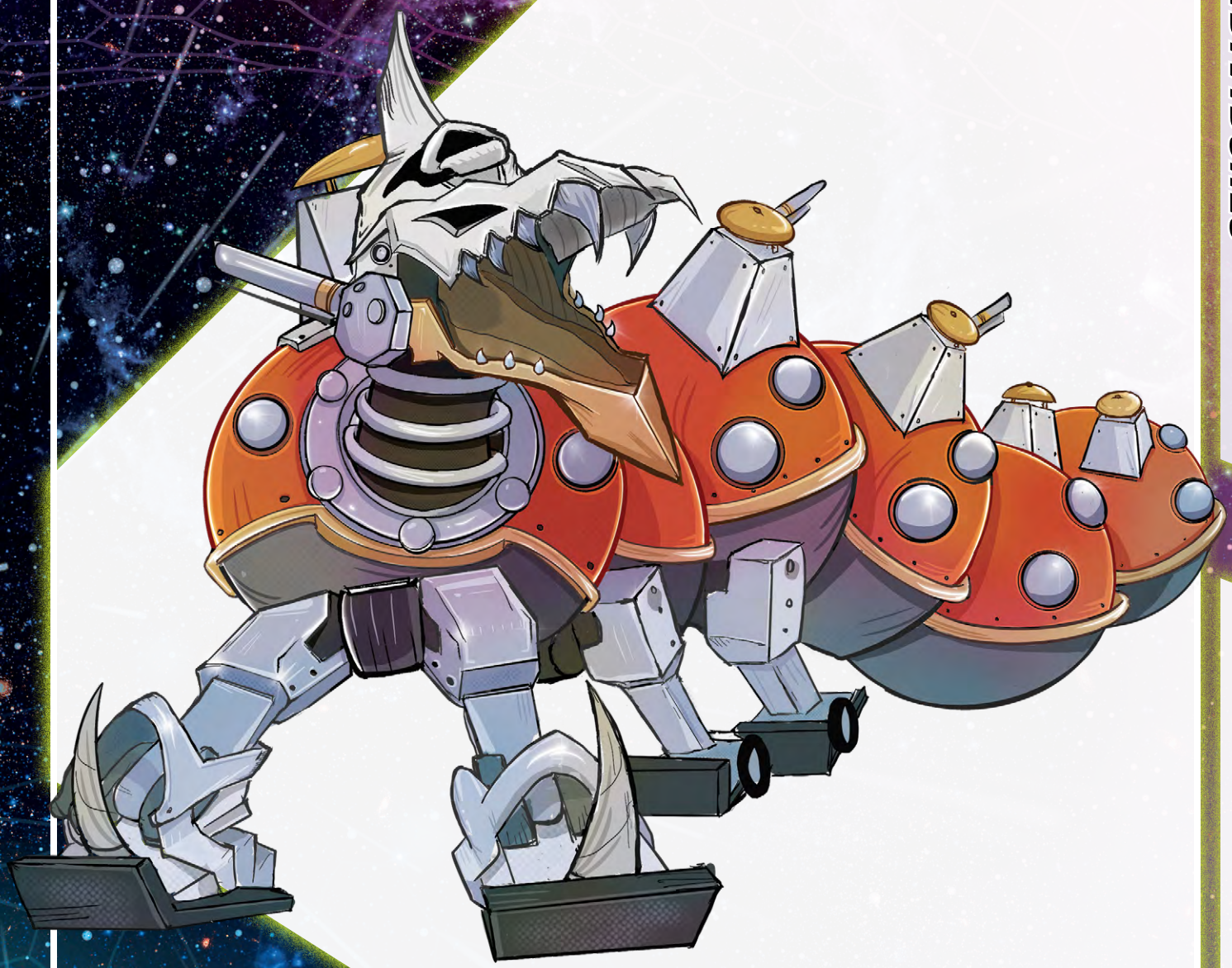
Dance Beams (2/scene, Standard): Mechaterpillar makes a **Targeting Skill Test** and fires green energy at up to 3 targets within 100ft, forcing them to dance. Mechaterpillar attempts a **Performance Skill Test against each target's Willpower**. On a success, a target gains the Impaired and Restrained conditions until it suffers damage from another Attack.

Divide and Conquer (1/scene): As a Free action, Mechaterpillar can split into its five Gigantic-size component pieces, allowing it to take five separate actions in a single turn on the same Initiative.

Re-form (1/scene): At the end of any combat round where Mechaterpillar is divided, it may recombine into its normal Combined Megaform.

HANG-UPS

Mechanomantic Construct: Mechaterpillar is a modified, animated piece of technology and little more. It can't attempt unskilled Smarts-based Skill Tests.



Missile Robot

"Not this time, Rangers! Target locked!"
–Gineka, Alien Criminal

Part monster and part vehicle, the Missile Robot is one of the functional war-machines sold to Gineka's criminal ring by the alien arms dealer, Broodwing. It features a thick armored shell, angular plated segments, and two devastating energy-missile racks in its chest.

THREAT LEVEL: 14

SIZE: Gigantic **HEALTH:** 18

MOVEMENT: 30ft Ground

STRENGTH: 15 **SPEED:** 10
SMARTS: — **SOCIAL:** —

TOUGHNESS: 28 **EVASION:** 20
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Alertness (Instruments) +d6*
- Athletics +d6
- Brawn +d8
- Conditioning +4
- Driving (Autopilot) +d6*
- Initiative +d4
- Might +d8
- Targeting (Missiles) +d6*
- Technology +d4
- Languages: Based upon the pilot

PERKS

Built to Last: The Missile Robot's durable construction grants it a +3 deflective bonus to Toughness.

Pilot Suite: Missile Robot uses its current pilot's Willpower and Cleverness Defenses or a default value of 12 if unpiloted.

Tracking Eye: Missile Robot never suffers Snag on Ranged Attacks. Additionally, if an Attack applying this Perk misses its target, it may re-roll all its dice but must accept the second result.

ATTACKS

Missile Salvo (Targeting): +d6*, Range 60ft/200ft (1 Energy damage per 2 hits)
Special Effect: See *Tracking Eye* Perk
Hands: 0
Traits: Multi-Weapon (6)

Slash Plates (Might): +d8, Reach (2 Sharp damage)
Hands: 0

POWERS

Aerospace Mode (1/Scene, Standard): Missile Robot converts into an Aerospace Fighter (Extended II size). It has an Aerospace Movement of 80ft/40ft, can access the Missile Salvo attack, and has the zero-G vehicle Trait.

HANG-UPS

Piloted: As a piloted monster, the Missile Robot can have any of the same Hang-ups as its pilot.

Robot of Destruction

"Oh puh-lease...you weren't even a challenge."
–Morgana, Troobian Imperial Advisor

A devastating creation used by the insidious Morgana to deliver a planet-cracking doomsday weapon, the aptly named Robot of Destruction is a rare device that was sold to the Troobian Empire by Broodwing. A powerful weapon in its own right, the Robot of Destruction can also benefit from a skilled pilot to unleash a withering amount of firepower on numerous targets simultaneously.

THREAT LEVEL: 14

SIZE: Gigantic **HEALTH:** 19

MOVEMENT: 30ft Ground

STRENGTH: 17 **SPEED:** 12
SMARTS: — **SOCIAL:** —

TOUGHNESS: 30 **EVASION:** 22
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Alertness (Instruments) +d6*
- Athletics +d6
- Brawn +d8
- Conditioning +5
- Driving (Autopilot) +d6*
- Initiative +d6
- Might (Fists) +d10*
- Targeting (Rays) +d8*
- Technology +d4
- Languages: Based upon the pilot

PERKS

Built to Last: The Robot of Destruction's durable construction grants it a +3 deflective bonus to Toughness.

Pilot Suite: The Robot of Destruction uses its current pilot's Willpower and Cleverness Defenses or a default value of 12 if unpiloted.

ATTACKS

Doomsday Ray (Targeting): +d8*, Range 50ft/300ft (4 Energy damage—Blast: 10ft radius); usable 2/scene
Critical Effect: Target cannot perform Standard actions on its next turn.
Traits: Anti-Tank, Wrecker

Laser Array (Targeting): +d8*, Range 80ft/200 ft (2 Laser damage—Multiple [2] Targets)
Critical Effect: Roll an additional Attack against the same target(s).
Hands: 0
Traits: Accurate (↑1)

Spiked Punch (Might): +d10*, Reach (1 Blunt damage)
Critical Effect: 2 Sharp damage
Hands: 0

POWERS

Overdrive (1/turn, Free): At the cost of 1 Health, the Robot of Destruction can double its Movement value, gain ↑2 on all Brawn and Might-based Skill Tests, and inflicts 1 additional damage on Melee Attacks until the end of its turn.

HANG-UPS

Energy Drain: The Robot of Destruction's Doomsday Ray requires most of its energy to fire, and it is Immobilized until the end of its next turn after firing.

Piloted: As a piloted monster, the Robot of Destruction can have any of the same Hang-ups as its pilot.

Samuron

"Honor? What honor?"
–Samuron

A warrior marooned in the Lost Galaxy, Samuron long sought to return to his home galaxy. When the Troobian Empire promised to return him home, he leapt at the chance even though it meant chasing down the Lights of Orion. Samuron is a powerful fighter who can withstand a remarkable amount of physical damage due to being made of living stone similar to Earth coral.

THREAT LEVEL: 8

SIZE: Large **HEALTH:** 9

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 6
SMARTS: 5 **SOCIAL:** 4

TOUGHNESS: 20 **EVASION:** 16
WILLPOWER: 15 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d2
- Alertness (Danger Sense) +d4*
- Brawn +d2
- Conditioning +1
- Culture +d2
- Deception +d4
- Finesse +d4
- Initiative +d6
- Intimidation +d4
- Might +d6
- Performance +d2
- Streetwise +d2
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Hard-Shelled: Samuron is wrapped in sections of ultra-dense coral-like material, grant him a +3 deflective bonus to Toughness and granting Resistance to Blunt damage.

Heavy-Handed: This being can wield Heavy weapons in a single hand at without penalty.

ATTACKS

Halberd (Might): +d6, Reach ×2 (2 Sharp damage)
Critical Effect: Target suffers a Snag on their next attack.
Hands: 1
Traits: Heavy

Hammer (Finesse): +d4, Reach (2 Blunt damage)
Critical Effect: Target is knocked Prone.
Hands: 1
Traits: Heavy

Twin Strike (Finesse): +d4, Reach (1 Sharp and 1 Blunt damage)
Critical Effect: Can attack the same target again
Hands: 2
Requirements: Must have a weapon in each hand
Traits: Multi-Weapon (2)

HANG-UPS

Energy Susceptibility: The armored shell that makes up Samuron's body becomes fragile when saturated with too much energy. If an attack that causes Energy damage is Critically Successful against Samuron, his Toughness is reduced by 1 (cumulatively) until the end of the scene.

Skelekron (Normal)

"At your service, my liege."
–Skelekron

An empowered skull-faced knight loyal to Scorpius, Skelekron wields an interdimensional sword and shield. This heavily armored knight feeds life energy into his artifacts and brings his enemies to their knees.

THREAT LEVEL: 12

SIZE: Large **HEALTH:** 13

MOVEMENT: 30ft Ground

STRENGTH: 10 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 8

TOUGHNESS: 23 **EVASION:** 19
WILLPOWER: 15 **CLEVERNESS:** 18

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d2
- Conditioning +1
- Culture +d2
- Deception +d6
- Infiltration +d2
- Initiative +d6
- Intimidation +d4
- Might (Sword) +d6*
- Persuasion (Leadership) +d6*
- Streetwise +d2
- Survival +d4
- Targeting +d6
- Languages: Understands all spoken languages; does not speak but can communicate telepathically with the Skelekron Warriors

PERKS

Energy Leech: Skelekron is Resistant to Energy damage.

Mirror Prison: Enemies Defeated by Skelekron are transported instantly into the mirror prisons within the Mirror Realm Shield (see *Seven Years Bad Luck* Hang-Up below). They remain in this state until released or until the mirrors break.

Warlord Form: If Skelekron is reduced to 3 or fewer Health and not Defeated, he spends his entire next turn transforming into Skelekron (Grown).

We Know No Fear: Skelekron is immune to fear and intimidation effects.

ATTACKS

Purple Lightning (Targeting): +d6, Range 30ft/90ft (2 Electricity damage—Blast: 5ft radius)
Critical Effect: Immediately roll 1d6 as if affected by the Mirror Trap Power.
Hands: 0

Skeleblade (Might): +d6*, Reach ×2 (2 Sharp damage)
Critical Effect: Target loses 1 Personal Power or is Stunned on their next turn.
Hands: 1

POWERS

Mirror Trap (1/scene, Standard): Skelekron can attempt to capture several foes at once in his mirror prisons. He attempts a **Deception Skill test against the Willpower Defense** of all targets in a 15ft-radius burst within 30ft. On a success, that target rolls 1d6 (1d10 on a Critical Success); if the result is higher than the target's current Health, the target is transported instantly into the mirror prisons within the Mirror Realm Shield (as with Mirror Prison above).

GEAR

Armor: Boneplate Armor (+3 deflective bonus to Toughness), Mirror Realm Shield (+2 deflective bonus to Evasion)

Weapons: Skeleblade

HANG-UPS

Seven Years Bad Luck: The Mirror Realm Shield stores the mirror prisons that hold Skelekron's victims. If an attack versus his Evasion Defense inflicts at least 2 damage, roll 1d4 for each entity currently imprisoned within the Mirror Realm Shield. On a result of 1, that mirror prison shatters, releasing the entity within at 2d2 Health.

Skelekron (Grown)

Using the energy Skelekron traps in his interdimensional artifacts, he explodes into a towering warlord form, ready to demolish anything that gets in the way of his dark mission.

THREAT LEVEL: 16

SIZE: Gigantic **HEALTH:** 22

MOVEMENT: 40ft Ground

STRENGTH: 11 **SPEED:** 10
SMARTS: 5 **SOCIAL:** 9

TOUGHNESS: 24 **EVASION:** 22
WILLPOWER: 15 **CLEVERNESS:** 19

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Conditioning +6
- Culture +d2
- Deception +d6
- Infiltration +d2
- Initiative +d8
- Intimidation +d6
- Persuasion (Leadership) +d6*
- Might (Sword) +d8*
- Streetwise +d2
- Survival +d4
- Targeting (Lightning) +d8*
- Languages: Understands all spoken languages; does not speak but can communicate telepathically with the Skelekron Warriors

PERKS

Energy Leech: Skelekron is Resistant to Energy damage.

Mirror Prison: Enemies Defeated by Skelekron are transported instantly into the mirror prisons within the Mirror Realm Shield (see *Bigger Mirrors, More Bad Luck* Hang-Up below). They remain in this state until released or until the mirrors break.

We Know No Fear: Skelekron is immune to fear and intimidation effects.

ATTACKS

Purple Lightning (Targeting): +d8*, Range 120ft/300ft (2 Electricity damage—Blast: 10ft radius)

Critical Effect: Immediately roll 1d6 as if affected by Normal Skelekron's Mirror Trap Power (see page 170)

Hands: 0

Skeleblade (Might): +d8*, Reach ×2 (2 Sharp damage)

Critical Effect: Target loses 1 Personal Power or is Stunned on their next turn.

Hands: 1

POWERS

War Cry (1/scene, Move): Skelekron can let out a terrifying battle cry to scare his foes by making an **Intimidation Skill Test against the Willpower Defense** of each enemy within 200ft that can see and hear him. On a success, the target is Frightened until the end of Skelekron's next turn.

GEAR

Armor: Boneplate Armor (+3 deflective bonus to Toughness), Mirror Realm Shield (+2 deflective bonus to Evasion)

Weapon: Skeleblade

HANG-UPS

Bigger Mirrors, More Bad Luck: The Mirror Realm Shield stores the mirror prisons that hold Skelekron's victims. If an Attack versus his Evasion Defense inflicts at least 3 damage, roll 1d2 for each entity currently imprisoned within the Mirror Realm Shield. On a result of 1, that mirror prison shatters, releasing the entity within at 2d2 Health.

Super Tenga Warrior

"I have faith...and it makes me strong."
–Super Tenga Warrior

When the Tenga Warriors were far more numerous and appeared across known space, the mightiest among them led each flock. These "Super Tengas" bullied their peers to ensure they got the largest share of resources like food and adequate shelter. These mighty creatures are larger, faster, tougher, and greater than their subservient counterparts.

THREAT LEVEL: 6

SIZE: Large **HEALTH:** 6

MOVEMENT: 30ft Ground; 40ft Aerial

STRENGTH: 6 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 16 **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Acrobatics +d2
- Alertness +d6
- Animal Handling +d2
- Athletics +d2
- Culture +d2
- Brawn +d4
- Deception +d2
- Finesse +d2
- Initiative +d4
- Might +d6
- Persuasion +d2
- Targeting +d2
- Languages: Speaks Tenga, Terran, and has a 25% chance of knowing any spacefaring language

PERKS

Alpha of Tengas: When a Super Tenga Warrior enters a scene, 2d4 Tenga Warriors accompany them.

Flocking Up: Super Tenga Warriors gain ↑1 to Skill Tests if there are two or more Tenga Warriors within 10ft.

ATTACKS

Beakstab (Might): +d6, Reach (1 Sharp damage)
Critical Effect: Target is knocked Prone.
Special Effect: If the Super Tenga Warrior hits an enemy with their Talon Attack, they may Beakstab using Free actions.
Hands: 0

Talon (Might): +d6, Reach (1 Blunt damage—Multiple [2] Targets)
Hands: 0

POWERS

Dark Focus (1/turn, Free): Super Tenga Warriors have an innate connection to the Dark Dimension. They can use this connection by spending 1 Health, adding 1 damage to all Attacks until the end of their turn.

HANG-UPS

Go With the Flock: Super Tenga Warriors instinctively abide by the will of their flock. If Tenga Warriors fighting alongside a Super Tenga Warrior are subject to their *Retreat!* Hang-Up, the Super Tenga Warrior also retreats.

Automon, General of the Machine Empire

"You cannot stop us, Rangers. We are the answer to the equation."
–General Automon

One of General Venjix's loyal Machine Empire leaders of the Cog armed forces, Automon is a cold and calculating mechanoid. He enjoys putting enemies within the sights of his collapsible railgun, shattering them at long ranges, and letting his Cog forces fall upon them like ants at a proverbial picnic.

THREAT LEVEL: 10

SIZE: Large **HEALTH:** 10

MOVEMENT: 40ft Ground

STRENGTH: 7 **SPEED:** 7
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 23 **EVASION:** 17
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Brawn +d4
- Deception +d4
- Initiative +d4
- Intimidation +d2
- Might (Fists) +d6*
- Persuasion (Leadership) +d6*
- Science +d4
- Technology +d4
- Targeting (Railgun) +d8*
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Advanced Chassis: Automon's chassis functions as Ultra-Heavy Armor (+6 deflective bonus to Toughness).

Instrument Senses: Automon has the innate ability to see and hear through any technological device within 100ft, but he suffers a Snag on Alertness Skill Tests of his surroundings while using this Perk.

Mechanopathy: Automon can communicate using broadcast wavelengths beyond simple sounds and can communicate fluently, using Social Skills on any sentient mechanical beings within 1 mile.

Technophage: Automon can consume items of technology that contain data of some kind and digest them, learning the information inside.

ATTACKS

Cybernetic Fists (Might): +d6*, Reach (2 Blunt damage)
Hands: 0
Traits: Multi-Weapon (2)

Arm-Mounted Railgun (Targeting): +d8*, Range 60ft/300ft (3 Sharp damage)
Hands: 0
Traits: Anti-Tank, Ballistic

POWERS

Imperial Edict (1/scene): Automon can spend his entire turn to summon 2d4 Cogs to aid him in combat.

HANG-UPS

Center Mass: Automon takes pride in his ability to disable a foe with ranged combat. When using a Ranged Attack, he must always target the enemy with the highest current Health. If fighting an opponent with multiple Health-bearing locations, such as a Megazord, he must target the area with the highest current Health.

Captain Mutiny

"Another galaxy? I'll rule it, too!"
–Captain Mutiny

Claiming to be the undisputed ruler of the Lost Galaxy, Captain Mutiny is a monstrous alien pirate focused on soaring across the heavens in search of loot and plunder. With a loyal crew of monsters and space pirates, Captain Mutiny created a stranglehold on the spacefaring races of the Lost Galaxy. When the Power Rangers appeared, he quickly turned his villainous sights upon them.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 15

MOVEMENT: 30ft Ground

STRENGTH: 11 **SPEED:** 9
SMARTS: 5 **SOCIAL:** 7

TOUGHNESS: 23 **EVASION:** 19
WILLPOWER: 15 **CLEVERNESS:** 17

SKILLS

- Alertness +d2
- Athletics +d4
- Conditioning +2
- Culture +d4
- Deception +d4
- Driving +d4
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d8
- Persuasion +d4
- Streetwise +d6
- Targeting +d6
- Technology +d4
- Languages: Fluent in most spacefaring tongues

PERKS

Aye, Aye!: Captain Mutiny arrives at any scene with 2d4 Space Pirates.

Ganging Up: Captain Mutiny gains Edge on Attack Skill Tests if at least one Space Pirate or allied monster is adjacent to the target.

Never Give Up: Captain Mutiny is immune to fear effects, Stun damage, and cannot be Stunned.

ATTACKS

Cannon Hand (Targeting): +d6, Range 60ft/100ft (2 Energy damage)
Hands: 1

Cutlass (Might): +d8, Reach (1 Sharp damage)
Hands: 1
Traits: Defend (1)

Hook (Might): +d8, Reach (1 Sharp damage)
Critical Effect: Target is Grappled or Disarmed of a one-handed weapon.
Hands: 0
Traits: Integrated

POWERS

Big Shot (1/scene, Standard): Captain Mutiny launches an explosion of energy that affects all targets within a 15ft-radius Blast within 60ft. He attempts a single Targeting Skill Test against all targets in the area. On a success, the target takes 2 Energy damage.

Help Your Captain! (1/scene, Standard): Captain Mutiny summons 1d6 Space Pirates or a single monster of TL9 or less.

Xeno-Loot (3/scene, Free action): Captain Mutiny uses some of his loot to help him gain an Edge on any Skill Test.

GEAR

Armor: Captain's Coat (+2 deflective bonus to Toughness)

Weapon: Cutlass

Other: Pockets full of Xenotech trinkets

HANG-UPS

Bad Blood (Trakeena): Captain Mutiny knows he is plundering in previously claimed territories and dares not cross Trakeena. The mention of Trakeena fills him with fear and disgust, and he suffers ↓1 to all Skill Tests for 1 minute; the penalty changes to ↓2 if she is present.

I'll Be Back: Captain Mutiny isn't the kind of guy to stick around when things get bad. He tries to flee immediately after he suffers 5 or more damage from a single Attack.

Darkonda (Normal)

"You can be my next experiment."
–Darkonda

One of the highest-ranking and most loyal of Dark Specter's servants, Darkonda is a ruthless bounty hunter, assassin, warlord, and war criminal. Darkonda is responsible for many of the United Alliance of Evil's atrocities, including the dark sciences of cloning and bio-reprogramming that programmed Astronema and created the Psycho Rangers. Darkonda is a sadist and a psychopath but has a keen mind for tactics and problem-solving, including solving the problem of pesky Power Rangers!

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 14

MOVEMENT: 40ft Ground

STRENGTH: 8 **SPEED:** 7
SMARTS: 10 **SOCIAL:** 7

TOUGHNESS: 18 **EVASION:** 17
WILLPOWER: 20 **CLEVERNESS:** 17

SKILLS

- Alertness +d6
- Animal Handling +d4
- Athletics +d4
- Deception (Taunts) +d6*
- Infiltration +d4
- Initiative +d4
- Intimidation +d4
- Might +d8
- Science (Dark Arts) +d6*
- Streetwise +d4
- Survival (Traps) +d6*
- Targeting +d6
- Languages: Fluent in several spacefaring languages but can understand most

PERKS

Nine Lives of Darkonda: Dark Specter granted Darkonda nine lives to serve him, ensuring Darkonda can always come back after being Defeated.

Shape Shift: Darkonda can change his form into that of any humanoid or monstrous being of his choice, but he prefers his own striking looks.

Tough as Nails: Any time Darkonda suffers more than 1 damage, he reduces the damage by 1.

ATTACKS

Dark Blade (Might): +d8, Reach (1 Void damage—Multiple [2] Targets)
Critical Effect: Darkonda gains Edge on his next Attack.
Hands: 1

Eye Beams (Targeting): +d6, Range 40ft/100ft (1 Energy damage—Multiple [2] Targets [40ft])
Special Effect: The target suffers ↓2 on their next Skill Test
Hands: 0

POWERS

Blur (1/turn, Free): For the cost of 1 Health or by giving up Edge, Darkonda can triple his Movement, and his movement does not trigger Contingency actions until the end of his next turn. While under Blur, Darkonda can make an additional Weapon Attack as a Free action with a ↓2 penalty.

Brutal Pulse (2/scene): When Darkonda suffers the effects of an attack's Critical Success, he can pulse with dark energy to deal 1 Cold damage to creatures adjacent to him and push them 5ft away.

Forced Fusion (1/scene): Darkonda can force other beings of equal or lesser Threat Level to fuse with him, using their Powers and any Strength or Speed Skills higher than his own. While fused, Darkonda is the dominant personality.

Growth Beam (1/turn, Standard): For the cost of 3 Health, Darkonda can force a monster of half his TL or less into its Grown form.

Rending Slash (2/scene, Standard): With his Dark Blade (or another melee weapon), Darkonda slashes out against all foes within his Reach. He attempts a Might Skill Test against each target. On a success, the target takes 2 Sharp damage, is pushed back 10ft, and is knocked Prone; on a Critical Success, the target also reduces any bonuses to their Defenses from armor by half until the end of the scene.

GEAR

Armor: Alien Darkness Uniform

Weapon: Dark Blade

Other: Baton of Leadership

HANG-UPS

I Want to See You Hurt: Darkonda is gleefully evil and will go out of his way to make others suffer. If given the opportunity, he attacks already damaged foes instead of healthy ones and innocents before enemy combatants.

Darkonda (Super Darkonda)

Applying the darkest gifts from his master, Darkonda has grown to an immense size and can stand against the Morphin Grid's most stalwart heroes.

THREAT LEVEL: 17

SIZE: Towering **HEALTH:** 20

MOVEMENT: 40ft Ground

STRENGTH: 13 **SPEED:** 10
SMARTS: 10 **SOCIAL:** 7

TOUGHNESS: 23 **EVASION:** 20
WILLPOWER: 20 **CLEVERNESS:** 17

SKILLS

- Alertness +d6
- Animal Handling +d4
- Athletics +d4
- Conditioning +3
- Deception (Taunts) +d6*
- Infiltration +d4
- Initiative +d6
- Intimidation +d6
- Might +d10
- Science (Dark Arts) +d6*
- Streetwise +d4
- Survival (Traps) +d6*
- Targeting +d10
- Languages: Fluent in several spacefaring languages but can understand most

PERKS

Tough as Nails: Any time Darkonda suffers more than 1 damage, he reduces the damage by 1.

ATTACKS

Dark Blade (Might): +d10, Reach (3 Void damage—Multiple [2] Targets)
Critical Effect: Darkonda gains Edge on his next Attack.
Hands: 1

Eye Beams (Targeting): +d10, Range 80ft/200ft (4 Energy damage—Multiple [2] Targets [80ft])
Special Effect: The target suffers ↓2 on their next Skill Test
Hands: 0

POWERS

Brutal Pulse (2/scene): When Darkonda suffers the effects of an attack's Critical Success, he can pulse with dark energy to deal 1 Cold damage to any adjacent enemies and push them 20ft away.

Reflect (1/scene): When Darkonda is the target of a Ranged Attack that deals 5 or fewer damage, he can redirect the Attack back to the attacker. Darkonda suffers no damage, and the original Attack Skill Test total applies to the attacker's Defenses.

Rending Slash (2/scene, Standard): With his Dark Blade (or another Melee Weapon), Darkonda slashes out against all foes within his Reach. He attempts a Might Skill Test against each target. On a success, the target takes 5 Sharp damage, is pushed back 20ft, and is knocked Prone; on a Critical Success, the target also reduces any bonuses to their Defenses from armor by half until the end of the scene.

Spine Parry (2/scene): When attacked, Darkonda can force the spines across his body to grow, granting a +2 to his Toughness and Evasion Defenses against that Attack.

HANG-UPS

I Want to See You Hurt: Darkonda is gleefully evil and will go out of his way to make others suffer. If given the opportunity, he attacks already damaged foes instead of healthy ones and innocents before enemy combatants.

Dayne, Bounty Hunter of Sirius

"Whenever you're ready, children..."
–Dayne

Often found working for Lord Zedd, Dayne is a Sirian mercenary with a strong reputation for catching his prey and getting paid, no matter the target. Dayne loves the chase almost more than he enjoys playing with his targets, especially when he's after targets as dangerous as Power Rangers and their allies. While he claims it is always just business, there is a certain glimmer in his predatory eye when he gets to test himself against the warriors of the Morphin Grid.

THREAT LEVEL: 13

SIZE: Common **HEALTH:** 13

MOVEMENT: 30ft Ground

STRENGTH: 7 **SPEED:** 9
SMARTS: 10 **SOCIAL:** 6

TOUGHNESS: 20 **EVASION:** 22
WILLPOWER: 20 **CLEVERNESS:** 16

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d4
- Culture +d4
- Deception +d4
- Finesse +d6
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Persuasion +d4
- Streetwise +d6
- Survival (Tracking) +d4*
- Targeting +d4
- Technology +d4
- Languages: Fluent in Sirian, Putty, and most Terran languages. He uses the Gridwide Communicator for everything else.

PERKS

Bounty Hunter: Dayne gains ↑1 on all Skill Tests that target the person (or people) in his current contract, including Skill Tests made to pursue the target.

Deadened to Pain: Dayne has immunity to Stun damage and cannot gain the Stunned Condition.

Sirian Senses: The doglike people of Sirius have highly advanced and sensitive senses of smell and hearing as well as sharp eyesight. Dayne gains Edge on all Alertness Skill Tests.

Take 'em Alive: Bounty hunters rarely want to harm their targets permanently. Dayne can spend a Free action after Defeating an opponent to slap a pair of power-dampening stasis manacles on them.

ATTACKS

Gauntlet Blaster (Targeting): +d4, Range 20ft/50ft (1 Energy damage)
Hands: 0

Martial Training (Finesse): +d6, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1)
Critical Effect: Target is knocked Prone.
Traits: Martial Arts

Plasma Energy Batons (Paired, Finesse): +d6, Reach (1 Energy damage)
Hands: 2
Traits: Multi-Weapon (3)

Plasma Energy Batons (Staff Form, Finesse): +d6, Reach ×2 (1 Energy damage—Multiple [2] Targets)
Hands: 1–2
Traits: Versatile

Plasma Energy Baton (Whip Form, Finesse): +d6, Reach ×3 (1 Energy damage and target is Grappled)
Hands: 1

Sirian Bite (Finesse): +d6, Reach (1 Sharp damage)

POWERS

Blackout Strike (3/scene, Move): Dayne flashes plasma energy into the eyes (or other visual organs) of a single target within 20ft. He attempts a Targeting Skill Test against that target; on a success, the target is Blinded for 2d2 turns.

EMP Blast (1/scene, Standard): Dayne uses a micro-yield EMP emitter that nullifies most powered weapons in a 60ft radius around the bounty hunter. All weapons in the area with the Power Weapon trait are nullified and unusable for 2d2 combat rounds, and all creatures in the area with Personal Power Points lose 1d8 Points immediately.

GEAR

Armor: Energized Reflection Uniform (+3 deflective bonus to Toughness and Evasion)

Weapons: Gauntlet Blaster, Plasma Energy Batons (2)

Other: Gridwide Communicator, Medivax Inhaler (heals 1d4+2 Health 1/scene as a Standard action), Blackout Pellets, Micro-Yield EMP Emitter, Modified S.P.D. Confinement Module and assorted Containment Cards, several sets of Stasis Manacles (**DIF 24 Finesse, Infiltration, or Brawn Skill Test** to escape; cannot spend Personal Power)

HANG-UPS

Mercenary, Always: Dayne's loyalty to a contract ends when his life is on the line. When reduced to 3 or fewer Health, Dayne begins to take defensive actions and move to escape the scene, likely to lick his wounds and come back for another attempt in the future!

Elgar

"Orders are orders."
–Elgar

Elgar is one of the most recognizable space pirates in Divatox's malicious armada and is her unusually cruel nephew. What Elgar lacks in common sense, he makes up for with imagination and ingenuity. His constant work on new schemes and concepts leads to major pains for Power Rangers when his plots go well, and big headaches for his allies when a plan blows up in his face.

THREAT LEVEL: 11

SIZE: Large **HEALTH:** 11

MOVEMENT: 30ft Ground

STRENGTH: 3 **SPEED:** 8
SMARTS: 4 **SOCIAL:** 13

TOUGHNESS: 16 **EVASION:** 18
WILLPOWER: 14 **CLEVERNESS:** 23

SKILLS

- Alertness +d2
- Animal Handling +d4
- Athletics +d2
- Culture +d2
- Deception +d6
- Driving (Aerospace) +d4*
- Finesse +d4
- Infiltration +d2
- Intimidation +d4
- Persuasion (Pleading) +d4*
- Streetwise +d8
- Targeting +d4
- Technology +d4
- Languages: Has passing fluency in most spacefaring languages

PERKS

Interface Pilot: Elgar's cybernetic hand grants him ↑2 on Driving Skill Tests.

Self-Important: Elgar comes to any scene with 2d4 Piranhatrons.

Teleporter: As a Move action, Elgar can teleport into and out of a scene.

ATTACKS

Cybernetic Slap (Finesse): +d4, Reach (1 Blunt damage)
Hands: 0
Traits: Integrated

Energy Beams (Targeting): +d4, Range 30ft/90ft (2 Energy damage)
Hands: 0
Traits: Accurate (↑1)

Piranhatronic Whip (Finesse): +d4, Reach ×3 (1 Energy damage)
Critical Effect: Target is Immobilized by the whip; using the whip again removes this condition.
Hands: 1

Stacked-Deck Saber (Finesse): +d4, Reach ×2 (2 Sharp damage)
Critical Effect: Elgar gains Edge on his next Attack with this weapon.
Hands: 1
Traits: Accurate (↑2)

POWERS

Enhance! Enhance! (1/scene, Free): Elgar uses some of Dark Specter's boons and gifts to boost a Skill, gaining ↑1 on all Skill Tests with the chosen Skill until the end of the scene.

Yeah! What They Said! (1/turn, Free): Elgar Lends Assistance to any ally within 60ft who can hear his comically positive words.

GEAR

Armor: Armored Suit (+3 deflective bonus to Toughness)

Weapons: Piranhatronic Whip, Stacked-Deck Saber

HANG-UPS

Showing Off for Auntie: Elgar wants nothing more in this life than to be respected by his prestigious and infamous Aunt Divatox. Anytime Elgar has a chance to show off, he becomes ultra-focused on doing well, even if it leads to questionable or foolhardy acts, even in combat.

Garrison Vox

"Well, aren't you...colorful."
–Garrison Vox

Garrison Vox uses his connection to the Morphin Grid to become what every Power Ranger dreads: an enemy that understands how their technology, the Grid, and even their Zords function. Garrison Vox uses his rare alien martial art form, the Tsu'kra, combined with augmented xenotech weapons, to deal with anyone who would dare try to incarcerate him again. Strong, fast, and incredibly intelligent, Garrison Vox is a mighty foe that no Ranger should underestimate.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 13

MOVEMENT: 30ft Ground

STRENGTH: 10 **SPEED:** 9
SMARTS: 8 **SOCIAL:** 5

TOUGHNESS: 22 **EVASION:** 21
WILLPOWER: 18 **CLEVERNESS:** 15

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Deception +d4
- Driving (Zord) +d4*
- Initiative +d6
- Intimidation +d4
- Might (Tsu'kra) +d6*
- Performance +d2
- Science (Grid Tech) +d4*
- Streetwise +d4
- Technology (Grid Tech) +d4*
- Targeting +d6
- Languages: Understands and seems fluent in a variety of spacefaring languages, possibly due to his throat-implanted Gridwide Communicator

PERKS

Grid Power Source: Garrison Vox begins a scene with 5 Personal Power.

Tactics Master: Garrison Vox cannot be Surprised and gains Edge on Initiative Skill Tests.

We Know No Fear: Garrison Vox is immune to fear and intimidation effects.

ATTACKS

Anointed Impeller (Targeting): +d6, Range 50ft/200ft (2 Sharp damage)
Hands: 2
Traits: Ballistic

Tsu'kra Strikes (Might): +d6*, Reach (Stun 2 or 1 Blunt damage—Multiple [2] Targets)
Hands: 0

Wailing Blade (Might): +d6, Reach ×2 (2 Void damage)
Hands: 2
Traits: Heavy

POWERS

Enhanced Aggression (1/turn, Free): Garrison Vox can spend 1 Personal Power to gain ↑1 on any Skill Test that targets an enemy.

Vigorous Purge (Move): Garrison Vox can spend 1 Personal Power to remove any Conditions (other than Defeated) affecting him.

Zordjack (Standard): If physically able to reach the cockpit of a non-Defeated Zord, Garrison Vox can spend 1 Personal Power to hijack and interface with the machine until it is Defeated or Garrison Vox chooses to end the effect.

GEAR

Armor: Anointed Armor (+2 deflective bonus to Toughness and Evasion)

Weapon: Anointed Impeller, Wailing Blade

Other: Internal Grid-wide Communicator, 2d2 broken Morpher trophies

HANG-UPS

Give Up Yet?: Garrison loves to injure a foe, forcing them to surrender to his prowess. He always targets the enemy with the highest current Health when using a Melee Attack. If fighting an opponent with multiple Health-bearing locations, such as a Megazord, he must target the area with the highest current Health.

General Venjix, Imperial Machine Warlord

"Serpentera has bent to my will...and so shall you."
–General Venjix

A lifelong officer of the Machine Empire, General Venjix has a hardwired affinity for Zords and Power Rangers. Constructed as an adversary worthy of battling Rangers and their Zords, Venjix quickly evolved his programming, adding skills as a masterful tactician and leader of Machine Empire mechanoids. Venjix also studied Rangers for decades, and the resulting knowledge surpassed any other Machine Empire officer's, allowing him to survive Zordon's Z-Blast.

THREAT LEVEL: 14

SIZE: Large **HEALTH:** 15

MOVEMENT: 35ft Ground

STRENGTH: 8 **SPEED:** 10
SMARTS: 8 **SOCIAL:** 8

TOUGHNESS: 24 **EVASION:** 20
WILLPOWER: 18 **CLEVERNESS:** 18

SKILLS

- Alertness +d6
- Brawn +d4
- Conditioning +1
- Culture (Grid Lore) +d6*
- Deception +d4
- Driving (Zord) +d8*
- Initiative +d4
- Intimidation +d2
- Might (Fists) +d6*
- Persuasion (Leadership) +d6*
- Survival +d4
- Technology (Grid Tech) +d4*
- Targeting +d6
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Advanced Chassis: General Venjix's chassis functions as Ultra-Heavy Armor (+6 deflective bonus to Toughness).

Expert Pilot: General Venjix gains Edge on all Driving Skill Tests.

Mechanopathy: General Venjix can communicate using broadcast wavelengths beyond simple sounds and can communicate fluently, using Social Skills on any sentient mechanical beings within 1 mile.

Super Jump: General Venjix multiplies all jump heights and distances by 5.

ATTACKS

Clawed Fists (Might): +d6*, Reach ×2 (2 Blunt damage or 2 Sharp damage—Multiple [2] Targets)
Critical Effect: Target suffers Snag on Skill Tests on its next turn.
Hands: 0

Energy Beam (Targeting): +d6, Range 60ft/200ft (2 Energy damage)
Critical Effect: Energy Beam Attacks next turn deal +1 damage, cumulative up to +3.
Hands: 0
Traits: Accurate (↑1)

Shadow Claw (Might): +d6, Reach (2 Void damage)
Critical Effect: Target is Grappled.
Hands: 1
Traits: Anti-Tank

Thunder Burst (Targeting): +d6, Range 40ft/100ft (3 Electricity damage—Burst: 5ft radius); usable 2/scene
Critical Effect: Targets are pushed back 20ft and knocked Prone.
Hands: 0

POWERS

Imperial Edict (1/scene, Standard): General Venjix summons 2d4 Cogs to aid him in combat.

HANG-UPS

Grid Curiosity: General Venjix spends much of his spare time researching Power Rangers, the Zords, and the Morphin Grid. General Venjix takes any opportunity to get closer to Morphin Grid technology and see it in action.

Not THAT Venjix

The General Venjix that hails from the Machine Empire (and later its remnants) has no known connection to the sentient computer virus with the same name. Appearing in several forms as a villainous force against several different Ranger teams, the Venjix Virus is a separate entity from the Machine Empire general shown here.

The Horrid King

"I can smell your life...delicious."
–Horrid King

Leader of the vampire-like aliens caught between dimensions, the Horrid King is the most advanced and intelligent member of his dreadful species. His sole goal is discovering new and vibrant lifeforms and then devouring them. Recently, the Horrid King learned of the nigh-inexhaustible energies of the Morphin Grid, and now he hungers to drain it dry.

THREAT LEVEL: 15

SIZE: Large **HEALTH:** 16

MOVEMENT: 40ft Ground

STRENGTH: 13 **SPEED:** 8
SMARTS: 9 **SOCIAL:** 6

TOUGHNESS: 25 **EVASION:** 20
WILLPOWER: 19 **CLEVERNESS:** 16

SKILLS

- Alertness (Sense Life) +d8*
- Animal Handling +d4
- Athletics +d4
- Brawn +d6
- Culture +d2
- Deception +d4
- Driving +d4
- Initiative +d4
- Infiltration (Stealth) +d6*
- Intimidation +d6
- Might +d10
- Persuasion +d4
- Survival +d6
- Languages: Fluent in any languages known by creatures he has drained energy from in the past

PERKS

Damage Resistances: The Horrid King is Resistant to Blunt, Cold, Energy, and Sharp damage.

Drain Life: When the Horrid King hits an enemy with an Attack, he heals 1 Health and imposes the Impaired condition on the target until the end of their next turn. If possible, he also removes 1 Personal Power from the enemy he struck.

Horrid Physiology: The Horrid King enjoys a natural +2 deflective bonus to Toughness and Evasion Defenses.

King of My Kind: The Horrid King enters a scene with 2d6 Horrids.

ATTACKS

Inhale Life (Might): +d10, Range 10ft (Stun 2 plus Drain Life)
Hands: 0
Traits: Armor-Piercing

Void Claws (Might): +d10, Reach 10ft (2 Void damage plus Drain Life)
Hands: 0
Traits: Multi-Weapon (2)

POWERS

Deep Inhale (1/scene, Standard): The Horrid King breathes deeply to drain the life from multiple creatures at once. He makes an Inhale Life attack against each creature within a 30ft Cone. On a Critical Success, the target suffers Stun 3 instead of Stun 2.

HANG-UPS

If I Fall...: When the Horrid King is Defeated, all other Horrids immediately fall into mental anguish and behave chaotically, suffering Snag on all Skill Tests until they escape the scene or are Defeated.

Kiya, Shattered Omega Ranger

"Time for oblivion, Rangers...Omega Water Power!"
–Kiya

Once a veteran Blue Omega Ranger from the planet Khoodjah, Kiya's exposure to darkness and war in the far reaches of outer space broke her mind but not her connection to the Morphin Grid. Her allegiance to the Grid has turned sour, making her obsessed with finding and punishing any Power Rangers she finds.

THREAT LEVEL: 12

SIZE: Common **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 11 **SPEED:** 9
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 21 **EVASION:** 19
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d2
- Deception +d4
- Driving (Zord) +d4*
- Initiative +d6
- Intimidation +d4
- Might (Power Weapon) +d6*
- Performance +d2
- Persuasion +d2
- Streetwise +d4
- Targeting +d6
- Technology (Grid Tech) +d6*
- Languages: Speaks fluent Khoodjahn; uses Universal Gridspeak while Morphed

PERKS

Blue Omega Ranger: Kiya begins each scene with 8 Personal Power.

Grid Tech II: Kiya has several pieces of darkly modified Grid Tech that could be helpful at any given moment. By spending 1 Personal Power, Kiya summons a tool and gains ↑2 on any Skill Test.

Necessary Evil: Kiya is immune to Stun damage, the Stunned Condition, and fear effects. Attacks that inflict Psychic damage have Snag against her.

Omega Water Power!: As Standard action, Kiya assumes her Morphed form. While Morphed, Kiya gains Environmentally Sealed Medium Armor (+2 deflective bonus to Toughness), triples all of her jump distances, and she can summon her Omega Trident as a Free action.

ATTACKS

Anointed Strike (Targeting): +d6, Range 30ft/70ft (2 Energy damage—Multiple [3] Targets)
Hands: 0
Traits: Power Weapon

Omega Blast (Targeting): +d6, Range 30ft/70ft (3 Electricity damage—Blast: 10ft radius); costs 2 Personal Power
Critical Effect: Targets are pushed back 20ft and Immobilized until the end of their next turn.
Hands: 0

Omega Strikes (Might): +d6, Reach (Stun 2 or 1 Blunt damage)
Hands: 0
Traits: Multi-Weapon (2)

Omega Trident (Might): +d6*, Reach ×2 (2 Energy damage—Multiple [2] Targets)
Alternate Effects: 3 Energy damage (wielded with 2 hands, ↑1)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 1–2
Traits: Power Weapon, Versatile

POWERS

Grim Conviction (Move): Kiya can spend up to 3 Personal Power to heal an equal amount.

HANG-UPS

Deep Scars: When Kiya suffers Psychic damage, or when someone confronts her about her past actions concerning other Power Rangers, she suffers a Snag on all Skill Tests until the end of her next turn.

Louie Kaboom (Normal)

"Archerina...my sweet!"
–Louie Kaboom

Louie Kaboom was created by Rita and Lord Zedd as an attempt to send an infiltrating assassin into the ranks of the Machine Empire. Part warrior, part monster, and all explosive, Louie Kaboom is a powerful rocket-mechanoid that was programmed to be so focused on getting close to the Imperial royalty that he became infatuated with one particular member, Princess Archerina.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 13

MOVEMENT: 35ft Ground; 40ft Aerial

STRENGTH: 9 **SPEED:** 13
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 23 **EVASION:** 23
WILLPOWER: 16 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d2
- Alertness +d2
- Athletics +d4
- Brawn +d2
- Culture (Machine Empire) +d4*
- Driving (Rocket) +d8*
- Initiative +d6
- Intimidation +d6
- Might +d6
- Performance +d4
- Persuasion +d4
- Targeting (Cannon) +d6*
- Technology +d4
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Explosive Entrance: During his first turn or when he enters combat, Louie Kaboom may use his Aerial Movement to land as close to as many enemies as possible. When he lands, he inflicts 1 Energy damage to all targets within 20ft without needing to make an Attack Skill Test.

Rocket Chassis: Louie Kaboom is made up of an energy-resistance shell around advanced internal mechanisms and has Resistance to Fire damage and a natural +4 deflective bonus to Toughness.

Warhead: When Louie Kaboom is Defeated (regardless of his current size), he begins to smoke and vibrate before exploding at the beginning of his next turn! Make a Bombardment Gauntlet Attack against every target within 100ft; then, Louie Kaboom is Defeated.

ATTACKS

Bombardment Gauntlet (Targeting): +d6*, Range 40ft/100ft (1 Energy damage—Blast: 5ft radius)
Hands: 0

Sword Arm (Might): +d6, Reach ×2 (1 Sharp damage)
Hands: 0

POWERS

Shock and Awe (1/scene): Louie Kaboom makes up to 4 Bombardment Gauntlet Attacks within the weapon's normal Range. A single target can be affected by only one blast, even if the areas of effect overlap. On a Critical Success, the attack also deals 1 Electricity damage.

HANG-UPS

Infatuated: Louie Kaboom is utterly obsessed with Princess Archerina and will do anything to try to get her to see him as a replacement for her bucket-of-bolts husband. In any situation where Louie Kaboom could potentially show off for Archerina or one of her agents, he suffers ↓1 on all Skill Tests due to nervousness.

Louie Kaboom (Grown)

When Lord Zedd, Rita, or some other mystic manager notices that Louie Kaboom needs a boost to defeat the Power Rangers (or any other Threat to their mission), they infuse the living missile with a massive size increase!

THREAT LEVEL: 15

SIZE: Towering **HEALTH:** 17

MOVEMENT: 40ft Ground; 60ft Aerial

STRENGTH: 12 **SPEED:** 14
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 26 **EVASION:** 24
WILLPOWER: 16 **CLEVERNESS:** 14

SKILLS

- Acrobatics +d2
- Alertness +d2
- Athletics +d4
- Brawn +d2
- Conditioning ×2
- Culture (Machine Empire) +d4*
- Driving (Rocket) +d8*
- Initiative +d6
- Intimidation +d6

- Might +d8
- Performance +d4
- Persuasion +d4
- Targeting (Cannon) +d8*
- Technology +d4
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Rocket Chassis: Louie Kaboom is made up of an energy-resistance shell around advanced internal mechanisms and has Resistance to Fire damage and a natural +4 deflective bonus to Toughness.

Warhead: When Louie Kaboom is Defeated (regardless of his current size), he begins to smoke and vibrate before exploding at the beginning of his next turn! Make a Bombardment Gauntlet Attack against every target within 100 ft: then, Louie Kaboom is Defeated.

ATTACKS

Bombardment Gauntlet (Targeting): +d8*, Range 50ft/150ft
(3 Energy damage—Blast: 10ft radius)
Hands: 0

Bunker Buster (Targeting): +d8*, Range 60ft/200ft
(5 Energy damage—Blast: 25ft radius); usable 3/scene
Critical Effect: Target is knocked Prone.
Hands: 0

Sword Arm (Might): +d8, Reach ×2 (3 Sharp damage)
Hands: 0

Sword-Lightning (Targeting): +d8, Range 40ft/120ft
(3 Electricity damage—Blast: 15ft radius)
Hands: 0

HANG-UPS

Infatuated: Louie Kaboom is utterly obsessed with Princess Archerina and will do anything to try to get her to see him as a replacement for her bucket-of-bolts husband. In any situation where Louie Kaboom could potentially show off for Archerina or one of her agents, he suffers ↓1 on all Skill Tests due to nervousness.

Queen Adriyel of Kedry

"None of you will leave this temple alive...and that includes the Power Rangers in attendance." –Queen Adriyel

As the high commander, emissary sovereign, Queen of House Kedry, and leader of Breel's military (see page 26), Adriyel is a powerful woman who believes her people benefitted from the actions of Rita Repulsa. Whether or not the Queen truly has faith in Rita's practice of evolution-through-hardship, the two absolutely share a dislike for all things Power Ranger.

THREAT LEVEL: 10

SIZE: Common **HEALTH:** 10
MOVEMENT: 30ft Ground

STRENGTH: 8 **SPEED:** 8
SMARTS: 6 **SOCIAL:** 8

TOUGHNESS: 18 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 18

SKILLS

- Alertness +d4
- Acrobatics +d4
- Brawn +d2
- Culture +d6
- Deception +d4
- Finesse +d6
- Initiative +d2
- Intimidation +d6
- Might +d8
- Persuasion (Leadership) +d6*
- Streetwise +d4
- Survival +d2
- Targeting +d4
- Languages: Fluent in Kedrysh, basic understanding of many other spacefaring languages

PERKS

Life of Pain: Queen Adriyel is immune to Stun damage, the Stunned Condition, and is Resistant to Blunt and Sharp damage.

We Know No Fear: Queen Adriyel is immune to fear and intimidation effects.

ATTACKS

Ancestral Sword (Might): +d8, Reach (2 Sharp damage—Multiple [2] Targets)
Hands: 2

Martial Training (Finesse): +d6, Reach (Stun 1)
Alternate Effects: 1 Blunt damage (↓1)
Critical Effect: Target is knocked Prone.
Hands: 0

Royal Blaster (Targeting): +d4, Range 30ft/70ft (2 Laser damage)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 1

POWERS

I Command It! (1/scene, Move): Queen Adriyel can issue a bold and powerful statement of devastating intent, making an **Intimidation Skill Test against all enemies' Willpower Defenses** within 60ft that can see and hear her. A target struck gains the Frightened condition until they can no longer see her.

Royal Regimen: (3/scene, Free): Queen Adriyel's potent chemical enhancements grant her ↑2 on any Skill Test.

GEAR

Weapons: Ancestral Sword, Royal Blaster

Other: Medivax Inhaler (heals 1d4+2 Health 1/scene as a Standard action), Signet Ring

HANG-UPS

Short Fuse: Queen Adriyel is easily taunted and provoked, sometimes beyond the ability to think clearly in a given situation. If she Fumbles a Skill Test, she gains ↑1 on Attack Skill Tests until the end of her next turn but also suffers a Snag on all actions (even the aforementioned attacks) during that same time.

Astronema, Princess of Evil

"It is done. The Heir emerges."
–Dark Specter

Astronema, Dark Specter's enhanced and empowered Princess of Darkness, proved herself as an intergalactic terror with her natural telekinetic abilities, ferocious fighting skills, and leadership abilities. Again and again, she dealt massive blows to the Power Rangers and was instrumental in the rise of the Psycho Rangers. While her campaign of terror eventually staggered to a close due to the efforts of Andros and Zhane in helping her recover her Karone personality, it was an arduous path that left entire planets in her wake of destruction.

THREAT LEVEL: 16

SIZE: Common **HEALTH:** 19

MOVEMENT: 35ft Ground

STRENGTH: 10 **SPEED:** 14
SMARTS: 7 **SOCIAL:** 7

TOUGHNESS: 22 **EVASION:** 26
WILLPOWER: 17 **CLEVERNESS:** 17

SKILLS

- Acrobatics +d2
- Alertness +d4
- Athletics +d6
- Brawn +d2
- Conditioning +3
- Deception +d6
- Driving (Aerospace) +d4*
- Finesse (Martial Arts) +d8*
- Initiative +d4
- Intimidation +d6
- Performance +d2
- Persuasion +d2
- Science +d4
- Streetwise +d4
- Targeting +d6
- Technology (Xenotech) +d4*
- Languages: Fluent in a variety of spacefaring languages due to her harsh training under Ecliptor

PERKS

Dark Princess: Astronema is saturated with energy from the Dark Dimension, giving her Resistance to Void damage and the uncanny ability to see perfectly well in any amount of light (even in complete darkness).

Master Interrogator: Through her skills, chemical additives, and the use of her glowing lash-probe, Astronema gains ↑1 and Edge on all Skill Tests to interrogate a captured victim.

We Know No Fear: Astronema is immune to fear and intimidation effects.

ATTACKS

Fingertip Blasts (Targeting): +d6, Range 20ft/50ft (2 Electricity damage—Blast: 10ft)
Hands: 0

Petrification Cascade (Targeting): +d6, Range 30ft/60ft (2 Electricity damage—Blast: 10ft radius); usable 2/scene
Special Effect: If this damage Defeats a target, they turn into gray stone; only the wielder of the Wrath Staff can reverse this effect.
Hands: 0

Unarmed Strikes (Finesse): +d8*, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1)
Critical Effect: Target is knocked Prone.
Hands: 0
Traits: Martial Arts, Multi-Weapon (2)

Wrath-a-Rang (Targeting): +d6, Range 40ft/100ft (1 Void damage)
Hands: 1
Traits: Accurate (↑1)

Wrath Bolts (Targeting): +d6, Range 40ft/100ft (2 Void damage—Blast: 10ft radius); usable 2/scene
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Wrath Staff (Finesse): +d8*, Reach ×2 (Stun 3)
Alternate Effect: 2 Void damage
Hands: 1–2
Traits: Martial Arts, Versatile (↑1, +1 Void damage)

POWERS

Disguise Morph (Standard): Astronema can mystically assume a human disguise, granting her ↑2 on Deception Skill Tests while disguised.

Hypnosis Charms (1/scene, Move): Astronema attempts a **Deception Skill Test against a target's Willpower**; the target must be within 30ft and able to see and hear Astronema. On a success, the target is Mesmerized until an ally succeeds on a **DIF 24 Persuasion Skill Test**.

Telekinesis (Free): Astronema can telekinetically move an object or group of objects (weighing up to 50 pounds) up to 10ft.

GEAR

Armor: Protection Suit (+2 deflective bonus to Toughness and Evasion)

Weapon: Wrath-a-Rang, Wrath Staff

Other: Lash Probe, Multi-Tool Gauntlet, Personal Teleporter

HANG-UPS

Echoes of the Past: Memories of her previous life as Karone, a girl native to KO-35 and sister of Andros, haunt Astronema. When she suffers Psychic damage, or when someone confronts her about her family or past life, Astronema suffers a Snag on all Skill Tests until the end of her next turn.

Divatox, Intergalactic Pirate Queen of Evil

"The Power Rangers will pay for this one day! I never accept defeat!" –Divatox

Divatox made a ferocious name for herself and her crew as the scourge of spacefarers across the universe. When the Power Rangers thwarted her interstellar rampages, she joined Dark Specter's United Alliance of Evil and continued her reign of terror. In addition to her vicious cunning, leadership prowess, and fighting skills, she boasts many alien augmentations.

THREAT LEVEL: 15

SIZE: Common **HEALTH:** 16

MOVEMENT: 35ft Ground

STRENGTH: 6 **SPEED:** 14
SMARTS: 8 **SOCIAL:** 8

TOUGHNESS: 19 **EVASION:** 24
WILLPOWER: 18 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d4
- Conditioning +1
- Culture +d4
- Deception +d4
- Driving +d4
- Finesse +d6
- Infiltration +d6
- Initiative +d6
- Intimidation +d6
- Persuasion +d6
- Streetwise +d6
- Survival +d4
- Targeting +d8
- Technology +d4
- Languages: Fluent in most spacefaring tongues

PERKS

Aye, Aye!: Divatox arrives at any scene with 2d6 Space Pirates or a single allied monster of TL 12 or lower.

Ganging Up: Divatox gains Edge on Attack Skill Tests against a creature if at least one Space Pirate or allied monster is adjacent to the target.

Prehensile Tongue: Divatox has an extendable, lizard-like tongue that can grasp one small handheld object within 10ft.

Regeneration: Divatox heals 1 Health at the beginning of her turn if she has taken no damage since the end of her previous turn.

ATTACKS

Blast Beams (Targeting): +d8, Range 60ft/100ft (2 Energy damage)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Cutlass (Finesse): +d6, Reach (2 Sharp damage)
Hands: 1

Focused Fury (1/scene, Targeting): +d8, Range 50ft/150ft (3 Energy damage—Blast: 10ft radius)
Hands: 0

Heat Beams (Targeting): +d8, Range 60t/100ft (2 Fire damage)
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 0

Petrification Beams (Targeting): +d8, Range 60ft/100ft (2 Cold damage)
Critical Effect: Target is Immobilized until the end of their next turn.
Hands: 0

POWERS

Teleporter (Move): Divatox can teleport into and out of a scene.

GEAR

Armor: Toxic Diva Shell (+3 deflective bonus to Toughness)

Weapon: Cutlass

HANG-UPS

Weakness to the Arcane: Due to Divatox's unexplained connection and rivalry with the mystical Dimitria, the Pirate Queen is weak to mystical or magical entities. Despite all her alien augmentations and powers, Divatox still counts as being mundane for the Mystical trait.

Ecliptor (Normal)

"Of course, Master. You shall have it."
–Ecliptor

Hailing from a distant planet long swallowed up by the Dark Dimension, Ecliptor is a devout follower of Dark Specter who proudly leads the dark lord's forces. Ecliptor also molded and brainwashed Karone into the Princess of Evil herself, Astronema, and later served as her advisor, enforcer, and father figure. Despite serving as a member of lower-ranking than his daughter within the United Alliance of or even the assassin Darkonda, Ecliptor is one of the most frightening warriors in the organization's upper echelons. He wields the Eclipse Blade, an artifact from the Dark Dimension that infuses his stony body with the essence of darkness.

THREAT LEVEL: 17

SIZE: Large **HEALTH:** 17

MOVEMENT: 40ft Ground

STRENGTH: 11 **SPEED:** 9
SMARTS: 12 **SOCIAL:** 8

TOUGHNESS: 27 **EVASION:** 19
WILLPOWER: 22 **CLEVERNESS:** 18

SKILLS

- Alertness +d6
- Animal Handling +d4
- Athletics +d2
- Brawn +d4
- Culture (Dark Dimension) +d6*
- Deception +d4
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d10
- Persuasion +d4
- Science (Dark Arts) +d4*
- Streetwise +d4
- Targeting (Energy) +d8*
- Technology +d4
- Languages: Fluent in several spacefaring languages but can understand most

PERKS

Beyond Natural Laws: Ecliptor's mineral-based body does not need to eat, sleep, or breathe. He is immune to Stun damage. This also makes him immune to the following Conditions: Asleep, Deafened, Frightened, and Stunned.

Extra Attacks: Ecliptor can make up to 3 Attacks when he takes the Attack action with his Eclipse Blade.

Infused with Darkness: Ecliptor gains Edge on Deception, Intimidation, and Infiltration Skill Tests.

No Mercy: When targeting an opponent suffering from any condition, Ecliptor's attack inflicts +1 damage of its respective type.

Stone Body: Ecliptor's body counts as Ultra-Heavy Armor (+6 deflective bonus to Toughness) and grants him Resistance to all types of damage except for Laser, Psychic, and Void damage.

ATTACKS

Eclipse Blade (Might): +d10, Reach ×2 (3 Void damage)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 1

Eye of Ecliptor (Targeting): +d8*, Range 50ft/120ft (2 Energy damage)
Special Effect: Counts all Toughness Defenses as 10
Critical Effect: Target suffers 1 point of Speed Essence damage.
Hands: 0
Traits: Anti-Tank

POWERS

Fade Away (2/scene, Move): Ecliptor can merge with darkness and attempt an **Infiltration Skill Test against all enemies' Willpower Defenses** in his line of sight. He is hidden from those he succeeds against until the end of his next turn.

Mirror Image (1/scene, Move): Ecliptor can surround himself with illusory copies of himself to confuse enemies. Ecliptor creates 2d2 copies, each with the same Evasion Defense as Ecliptor. Any damage destroys a copy, but Ecliptor gains Edge on all attack Skill Tests, and enemies suffer a Snag when attacking him while any copies exist.

Wound Mending (3/scene, Standard): Ecliptor can focus his energies to heal his wounds, regaining 2d2 Health.

GEAR

Weapons: Eclipse Blade

Other: Cloak of Office, Universal Map Crystal

HANG-UPS

A Proud Father: Ecliptor would do anything to help Astronema, even if that means putting himself at risk or in danger.

The Light!: Ecliptor is so steeped in the darkness that concentrated light is anathema to him. Attacks that inflict Laser damage gain ↑1 against him.

Ecliptor (Grown)

As one of his many gifts from his dark master, Ecliptor can explode upward into a massive version of himself in dire circumstances.

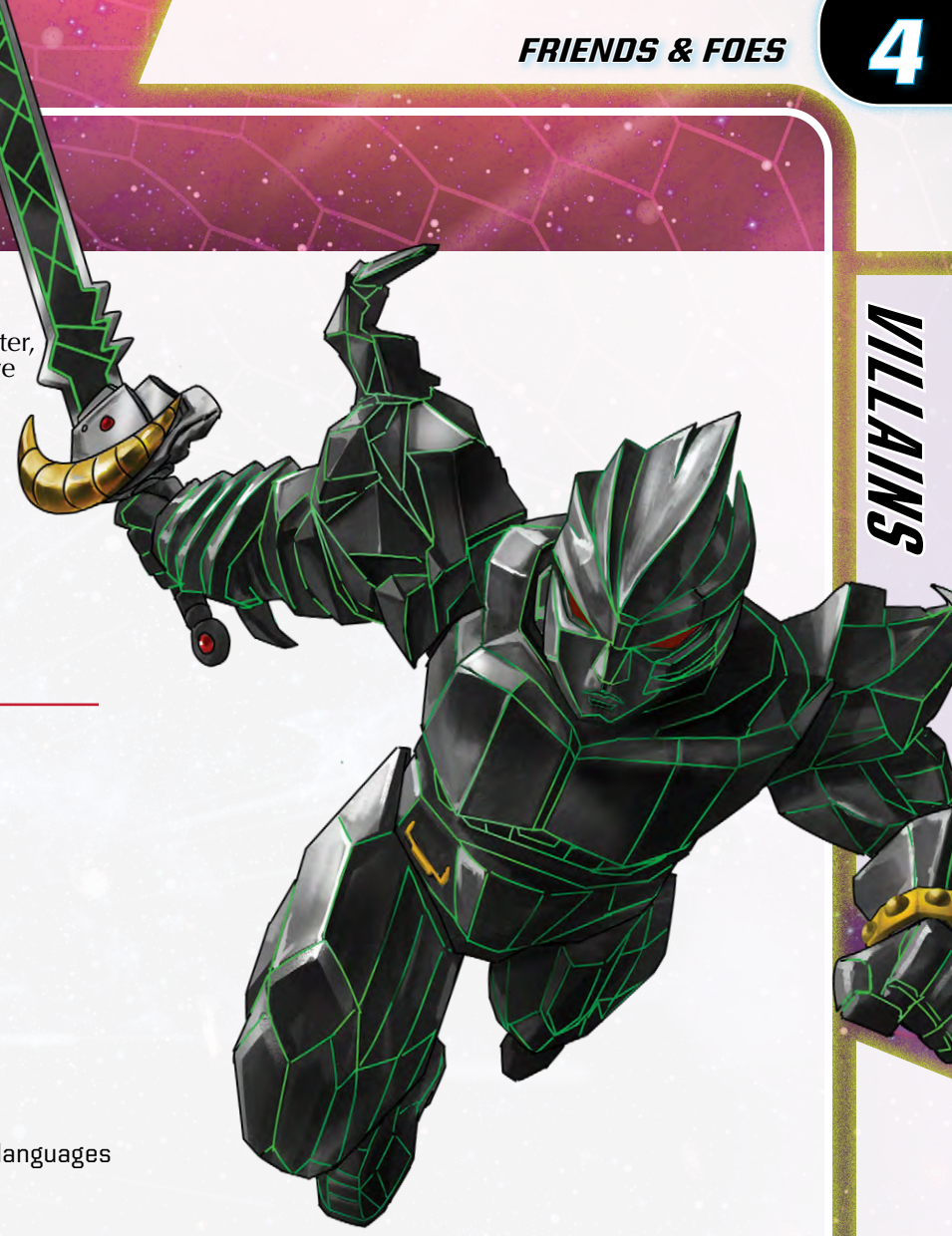
THREAT LEVEL: 20

SIZE: Towering **HEALTH:** 20

MOVEMENT: 40ft Ground

STRENGTH: 13 **SPEED:** 11
SMARTS: 14 **SOCIAL:** 8

TOUGHNESS: 29 **EVASION:** 21
WILLPOWER: 24 **CLEVERNESS:** 18



SKILLS

- Alertness +d6
- Animal Handling +d4
- Athletics +d2
- Brawn +d6
- Culture (Dark Dimension) +d6*
- Deception +d4
- Infiltration +d4
- Initiative +d6
- Intimidation +d6
- Might +d12
- Persuasion +d4
- Science (Dark Arts) +d4*
- Streetwise +d4
- Targeting (Energy) +d10*
- Technology +d4
- Languages: Fluent in several spacefaring languages but can understand most

PERKS

Beyond Natural Laws: Ecliptor's mineral-based body does not need to eat, sleep, or breathe. He is immune to Stun damage. This also makes him immune to the following Conditions: Asleep, Deafened, Frightened, and Stunned.

Extra Attacks: Ecliptor can make up to 3 Attacks when he takes the Attack action with his Eclipse Blade.

Infused with Darkness: Ecliptor gains Edge on Deception, Intimidation, and Infiltration Skill Tests.

No Mercy: When targeting an opponent suffering from any condition, Ecliptor's attack inflicts +1 damage of its respective type.

Stone Body: Ecliptor's body counts as Ultra-Heavy Armor (+6 deflective bonus to Toughness) and grants him Resistance to all types of damage except for Laser, Psychic, and Void damage.

ATTACKS

Eclipse Blade (Might): +d12, Reach ×2 (4 Void damage)
Critical Effect: Target is Immobilized until the end of their next turn.
Hands: 1

Energy Blasts (Targeting): +d10*, Range 50ft/170ft (5 Energy damage—Blast: 15ft radius)
Hands: 0

United Energy Slash (Targeting): +d10*, Range 100ft (5 Energy damage); usable 1/scene
Critical Effect: Target suffers −2 to all Defenses until the end of the scene.
Hands: 1
Traits: Accurate (↑1), Anti-Tank

POWERS

Wound Mending (1/scene, Standard): Ecliptor can focus his energies on his wounds and heal them, regaining 2d4 lost Health.

GEAR

Weapons: Eclipse Blade

HANG-UPS

The Light!: Ecliptor is so steeped in the darkness that concentrated light is anathema to him. Attacks that inflict Laser damage gain ↑1 against him.

Emperor Gruumm of the Troobian Empire

"I told you, if you failed me, you would not be happy."
–Emperor Gruumm

The direct servant of an interdimensional being known only as Omni, Emperor Gruumm is the skull-faced warlord in charge of the Troobian Empire. Destroying planets, claiming life, and recruiting monstrous alien beings everywhere his dreaded Empire extends, Gruumm augmented and enhanced himself with the technology of those he conquered. The result is a tremendously powerful leader capable of standing against entire teams of Power Rangers, testing the limits of his advancement until the day comes when he calls his master to inhabit a new perfect creation.

THREAT LEVEL: 19

SIZE: Large **HEALTH:** 19

MOVEMENT: 30ft Ground

STRENGTH: 14 **SPEED:** 10
SMARTS: 10 **SOCIAL:** 10

TOUGHNESS: 28 **EVASION:** 24
WILLPOWER: 20 **CLEVERNESS:** 20

SKILLS

- Alertness +d4
- Athletics +d6
- Brawn +d6
- Conditioning +1
- Culture +d6
- Deception +d6
- Driving +d4
- Initiative +d6
- Intimidation +d6
- Might +d8
- Performance +d4
- Persuasion +d6
- Science +d4
- Streetwise +d4
- Technology +d6
- Targeting +d10
- Languages: Fluent in hundreds of spacefaring languages but rarely uses anything except Terran translations

PERKS

Augmentations and Enhancements: Filled with strange and wondrous alterations, Emperor Gruumm rolls all Skill Tests as if Specialized.

Extra Attacks: Emperor Gruumm can make up to 3 Attacks when he takes the Attack action with his Shadow Staff.

Omni-Touched: Emperor Gruumm is Resistant to all types of damage. Additionally, he cannot suffer from Conditions other than Defeated, Grappled, Immobilized, Prone, and Restrained.

Telepathic: Emperor Gruumm can communicate telepathically with any being he has made contact with. This ability has no maximum range and can cross dimensions.

ATTACKS

Lightning Beams (Targeting): +d10*, Range 30ft/100ft (3 Electricity damage—Multiple [2] Targets [30ft])
Hands: 0
Traits: Accurate (↑3), Armor-Piercing

Shadow Bolts (Targeting): +d10*, Range 40ft/100ft (3 Void damage); usable 2/scene
Critical Effect: Target is Blinded until the end of their next turn.

Shadow Staff (Might): +d8*, Reach ×2 (2 Void damage)
Hands: 2
Traits: Multiple Attacks (3)

Telekinetic Strike (Athletics): +d6*, Range 100ft (2 Blunt damage)
Critical Effect: Target is Restrained until the end of their next turn.
Hands: 0

Tractor Beam (Targeting): +d10*, Range 50ft/200ft (target is moved 50ft directly toward Emperor Gruum; Blast: 5ft radius)

POWERS

Fragoportation (1/scene, Move + Standard): Emperor Gruumm causes 2d4 explosions within 100ft. Each explosion affects a 5ft-radius burst and Emperor Gruumm attempts a single Targeting Skill Test for each explosion against any creatures within. On a hit, a target takes 2 Energy damage. Emperor Gruumm then teleports to any area affected by one of these explosions.

Shapeshift (Standard): Emperor Gruumm can assume the shape of any humanoid and enjoys ↑2 to Deception Skill Tests when in that shape.

Telekinesis (Free): Emperor Gruumm can telekinetically move an object or group of objects (weighing up to 250 pounds) up to 20ft.

GEAR

Armor: Royal Shielding Suit (+4 deflective bonus to Toughness and Evasion)

Weapons: Shadow Staff

Other: Personal Teleporter, Skele-Cycle

Prince Gasket of the Machine Empire

"Try to leave some for me, my love!"
–Princess Archerina

Son of the imperial sovereign of the Machine Empire, King Mondo, and husband to Princess Archerina, this mechanoid swordsman is a noble leader. His favorite foe as of late? Those small, pesky meat things from that distant planet of Earth.

THREAT LEVEL: 14

SIZE: Large **HEALTH:** 15

MOVEMENT: 30ft Ground

STRENGTH: 6 **SPEED:** 10
SMARTS: 10 **SOCIAL:** 8

TOUGHNESS: 22 **EVASION:** 20
WILLPOWER: 20 **CLEVERNESS:** 18

SKILLS

- Alertness +d6
- Brawn +d6
- Conditioning +1
- Culture (Machine Empire) +d6*
- Deception +d4
- Finesse (Swordplay) +d10*
- Initiative +d4
- Intimidation +d4
- Performance +d4
- Persuasion (Leadership) +d6*
- Targeting +d4
- Technology (Machines) +d4*
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Duelist: Prince Gasket can make up to 2 Attacks when he takes the Attack action with his Machine Sword. He gains ↑1 on both Attacks if he targets a single foe.

Mechanopathy: Prince Gasket can communicate using broadcast wavelengths beyond simple sounds and can communicate fluently, using Social Skills on any sentient mechanical beings within 1 mile.

Super Jump: Prince Gasket multiplies all jump heights and distances by five.

ATTACKS

Machine Sword (Finesse): +d10*, Reach ×2 (2 Sharp damage)
Critical Effect: This damage cannot be reduced
Hands: 1

Sword Blasts (Targeting): +d4, Range 40ft/100ft (2 Energy damage)
Hands: 1
Traits: Accurate (↑2)

POWERS

En Garde! (2/scene, Move): After striking a target with his Machine Sword, Prince Gasket deals 1 additional Sharp damage.

Disarming Slash (3/scene, Standard): Prince Gasket attempts a Machine Sword attack against a target within Reach. On a success, he deals Stun 2 instead of the normal damage, and the target loses their grip on one weapon of Prince Gasket's choice. If the attack is a Critical Success, the target loses their grip on all weapons they are currently wielding.

Guards! Guards! (1/scene, Standard): Prince Gasket can summon 2d4 Cogs OR a single monster of TL 9 or less to aid him.

GEAR

Armor: Advanced Chassis (+6 deflective bonus to Toughness)

Weapons: Machine Sword

HANG-UPS

For the love of Archerina: Prince Gasket is deeply in love with his wife, Princess Archerina, and will do everything in his power to keep her from harm. Should Princess Archerina be Defeated while Prince Gasket can see her, he immediately surrenders and runs to her side.

Princess Archerina of the Machine Empire

"I set them up, you knock them down, my dearest."
–Prince Gasket

The daughter of King Aradon, Princess Archerina is the loving wife and devoted protector of the prince of the Machine Empire. In addition to remarkable archery skills, her husband trained her in swordplay. Together, they form a powerful couple, but Archerina is a mighty foe in her own right, not to be underestimated!

THREAT LEVEL: 14

SIZE: Large **HEALTH:** 15

MOVEMENT: 40ft Ground

STRENGTH: 4 **SPEED:** 12
SMARTS: 8 **SOCIAL:** 10

TOUGHNESS: 20 **EVASION:** 22
WILLPOWER: 18 **CLEVERNESS:** 20

SKILLS

- Alertness +d6
- Brawn +d2
- Conditioning +1
- Culture (Machine Empire) +d4*
- Deception +d4
- Finesse +d6
- Initiative +d6
- Intimidation +d6
- Performance +d4
- Persuasion (Leadership) +d6*
- Streetwise +d4
- Targeting (Archery) +d10*
- Technology +d4
- Languages: Understands and can broadcast speech in most spacefaring languages

PERKS

Flame Streak: When Princess Archerina uses her Mini-Teleporter Power to reach a destination within 60ft, all enemies adjacent to where she leaves and arrives suffer 1 Fire damage.

Lover's Barrage: Princess Archerina gains ↑1 on any Ranged Attack with Multiple Targets if all targets are within 5ft of each other.

Mechanopathy: Princess Archerina can communicate using broadcast wavelengths beyond simple sounds and can communicate fluently, using Social Skills on any sentient mechanical beings within 1 mile.

ATTACKS

Enchanting Arrow (Targeting): +d10*, Range 60ft/150ft (1 Psychic damage and Target is Mesmerized until an ally succeeds on a **DIF 20 Persuasion Skill Test**); usable 2/scene
Hands: 2

Lover's Shot (Targeting): +d10*, Range 100ft/200ft (3 Psychic damage); usable 1/scene
Hands: 2
Traits: Anti-Tank

Machine Bow-Sword (Finesse): +d6, Reach (2 Sharp damage)
Hands: 1

Machine Bow Volley (Targeting): +d10*, Range 80ft/200ft (2 Sharp damage—Multiple [3] Targets [80ft])
Hands: 2
Traits: Ballistic

Sword Beams (Targeting): +d10, Range 30ft/80ft (2 Energy damage)
Hands: 0

POWERS

Heart Strike (2/scene, Move): After striking a target with her Machine Bow-Sword, Princess Archerina causes the target to suffer a Snag on their next Skill Test.

Mini-Teleporter (Standard): Princess Archerina can teleport to any location she can see. Any adjacent allies teleport with her.

GEAR

Armor: Advanced Chassis (+6 deflective bonus to Toughness)

Weapons: Machine Bow

HANG-UPS

Always by His Side: Princess Archerina draws so much power from her love, Prince Gasket, she will not risk him on any battlefield. Archerina ensures she stays within 30ft of Prince Gasket whenever possible. Additionally, if any target Critically Succeeds in attacking him, she will focus all her Attacks on her next turn at that target.

Scorpius, Ruler of the Universe

"This is the last time you EVER cross me!"
–Scorpius

The insect-mollusk alien pirate lord Scorpius, whose name is whispered fearfully in the farthest corners of the Lost Galaxy, has been a threat to civilizations since the villain emerged into this galaxy. Advanced intelligence, access to high technology, and an armada full of monsters and fierce space pirates give Scorpius an ironclad stranglehold on the spacefaring races of the Lost Galaxy and beyond. While his strange tentacled body makes it difficult for him to travel outside his vessels, his mind and ambition are terrifyingly dangerous.

THREAT LEVEL: 18

SIZE: Large **HEALTH:** 20

MOVEMENT: 20ft Ground

STRENGTH: 14 **SPEED:** 5
SMARTS: 15 **SOCIAL:** 8

TOUGHNESS: 24 **EVASION:** 15
WILLPOWER: 25 **CLEVERNESS:** 18

SKILLS

- Alertness +d6
- Brawn +d10
- Conditioning +2
- Culture +d10
- Deception +d4
- Initiative +d6
- Intimidation +d6
- Might (Tentacles) +d6*
- Persuasion +d6
- Science +d4
- Streetwise +d6
- Survival +d4
- Targeting +d4
- Technology (Xenotech) +d4*
- Languages: Telepathically understands all spoken languages; relies on translators to communicate with others

PERKS

Exoskeleton: A dense exoskeleton protects Scorpius, giving him Resistance to Blunt and Sharp damage.

Never Alone: Scorpius travels with 1 to 4 monsters of TL13 or lower for protection.

We Know No Fear: Scorpius is immune to fear and intimidation effects.

Well-Armed: Scorpius can Grapple up to four enemies at once. A target that is Grappled by Scorpius is also Restrained.

ATTACKS

Tentacle Grab (Might): +d6*, Reach ×4 (target is Grappled)
Hands: 0
Traits: Armor-Piercing

Tentacle Slap (Might): +d6*, Reach ×4 (2 Blunt damage)
Critical Effect: Scorpius immediately attempts a Tentacle Grab against the target (no action required).
Hands: 0
Traits: Multi-Weapon (4)

POWERS

Call the Hive (1/scene, Standard): Scorpius can summon 3d6 Stingwingers to the scene.

Tentacle Throw (Move): Scorpius may hurl any number of enemies he is Grappling. He attempts a single **Brawn Skill Test against the targets' Toughness Defenses**. On a failure, the target is no longer Grappled. On a success, the target takes 3 Blunt damage and is moved up to 30ft in a direction Scorpius chooses.

HANG-UPS

Never Take No for an Answer: Scorpius hates not getting his way. Denial enrages him, and he deals +1 damage with all Attacks until the end of the scene but suffers a Snag on Skill Tests until the end of his next turn after being denied.

Trakeena, Queen of the Lost Galaxy

"You taught me to fight too well, it seems."
–Trakeena

The humanoid daughter of the alien conqueror Scorpius, Trakeena is the villainous inheritor of his pirate armada and the destined embodiment of the insectoid transformation he cultivated over decades. Mercilessly trained to be as ruthless and malicious as possible and then schooled in several martial arts and fighting styles by the intergalactic criminal Villamax, Trakeena is a terrible enemy against anyone that would stand against the evil expansion of the Lost Galaxy pirates.

THREAT LEVEL: 17

SIZE: Common **HEALTH:** 19

MOVEMENT: 30ft Ground

STRENGTH: 11 **SPEED:** 14
SMARTS: 7 **SOCIAL:** 8

TOUGHNESS: 21 **EVASION:** 24
WILLPOWER: 17 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d2
- Alertness +d4
- Athletics +d6
- Brawn +d4
- Conditioning +2
- Deception +d6
- Driving +d4
- Finesse (Precision Strikes) +d8*
- Initiative +d4
- Intimidation +d8
- Performance +d2
- Persuasion +d2
- Science +d2
- Streetwise +d6
- Targeting +d6
- Technology (Xenotech) +d6*
- Languages: Fluent in a variety of spacefaring languages

PERKS

Extra Attacks: Trakeena can make up to 2 Attacks when she takes any Attack action with her Lost Staff-Sword.

Spacewalker: Trakeena is augmented to survive the rigors of space, ignoring the effects of a vacuum, low or no gravity, and any radiation.

ATTACKS

Blaster Gauntlet (Targeting): +d6, Range 20ft/60ft (2 Laser damage—Multiple [6] Targets [20ft])
Hands: 0

Energy Bolts (Targeting): +d6, Range 30ft/90ft (3 Electricity damage—Blast: 5ft radius); usable 2/scene
Critical Effect: Target is Stunned until the end of their next turn.
Hands: 0

Forelimb Claws (Finesse): +d8*, Reach ×2 (2 Sharp damage)
Critical Effect: Trakeena can immediately attempt a Piercing Limb Attack against the target as a Free action.
Hands: 0
Requirements: Insectoid Form only
Traits: Multi-Weapon (2)

Lost Staff (Finesse): +d8*, Reach ×2 (Stun 3)
Alternate Effect: 2 Blunt damage
Hands: 2

Lost Staff-Sword (Finesse): +d8*, Reach (3 Sharp damage)
Hands: 2

Piercing Limb (Finesse): +d8*, Reach ×2 (3 Sharp damage)
Hands: 0
Requirements: Insectoid Form only
Traits: Armor-Piercing

Ring Blasts (Targeting): +d6, Range 40ft/80ft (2 Energy damage)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 0
Traits: Accurate (↑1)

POWERS

Disguise Morph (Standard): Trakeena assumes a human disguise, granting her ↑2 on Deception Skill Tests while disguised.

Insectoid Morph (1/scene, Standard): Trakeena assumes her battle-ready insectoid form, increasing all Defenses by 2. She gains ↑1 on all Strength- and Speed-based Skill Tests and has Resistance to Blunt and Sharp damage.

Queen of the Hive (1/scene, Standard): Trakeena summons 3d4 Stingwingers or a single monster of TL 10 or less.

Teleporter (Move): Trakeena can teleport to any location she can see.

GEAR

Weapons: Blaster Gauntlet, Lost Staff-Sword

HANG-UPS

Ambitious: Trakeena has grand aspirations for her father's throne. Whenever Trakeena Fumbles on a Skill Test, all Skill Tests against her gain Edge until she succeeds on a Skill Test.

Dark Specter

"I am Dark Specter! Monarch of all that is evil!"
–Dark Specter

Long ago, the planet Infernus became consumed by the Dark Dimension, turning all its inhabitants into shadowy, demonic creatures. For eons, they toiled in the dark and fought for survival until the being known only as Dark Specter rose to the top of their hierarchy. If not for the Morphinaut's exploration, Dark Specter would still be confined there, but instead, he became aware of a new universe just waiting to be corrupted and defiled.

Using his shadowy minions, Dark Specter tore open larger holes to allow him to influence our galaxy and soon began to seek out those he could corrupt into his service. Luring them with promises of glory and shards of his power, he soon formed the United Alliance of Evil. Through his villainous organization and the many evil members that swear allegiance to him, Dark Specter is one of the greatest threats to the Morphin Grid.

THREAT LEVEL: 25

SIZE: Towering **HEALTH:** 30

MOVEMENT: 40ft Ground

STRENGTH: 23 **SPEED:** 10
SMARTS: 15 **SOCIAL:** 8

TOUGHNESS: 33 **EVASION:** 20
WILLPOWER: 25 **CLEVERNESS:** 18

SKILLS

- Alertness +d10
- Animal Handling +d4
- Athletics +d6
- Brawn +d8
- Conditioning +5
- Culture +d12
- Deception +d6
- Initiative +d6
- Intimidation +d8
- Might (Claws) +d12*
- Persuasion +d6
- Science +d8
- Targeting (Void) +d12*
- Languages: Telepathically fluent in all forms of sentient communication

PERKS

Aberration of the Dark: Dark Specter is a godlike being from the Dark Dimension and cannot be affected by any Conditions (other than Defeated).

Body of Darkness: Dark Specter's Void-created body is Resistant to all damage.

Extra Attacks: Dark Specter can make up to 4 Attacks when he takes an Attack action with his Dark Claws, or 3 Attacks with his Hellmouth Blasts. Only two of these Attacks can target the same foe each turn.

ATTACKS

Dark Claws (Might): +d12*, Reach (3 Void damage)
Critical Effect: Target is Blinded until the end of their next turn.
Hands: 0

Hellmouth Blasts (Targeting): +d12*, Range 100ft/200ft (5 Void damage—Blast: 10ft radius)
Hands: 0

POWERS

Cloud of Darkness (1/scene, Standard): Dark Specter can engulf an 15ft-radius Blast within 100ft of him in a cloud of darkness. Any creature within the darkness is Blinded.

Dark Summons (1/scene, Standard): Dark Specter can summon any allied monster of TL 20 or less.

Storm Re-Formation (Move): Dark Specter can teleport in an explosion of blue lightning. Any creature within 10ft of Dark Specter where he disappears and where he reappears suffers 2 Electricity damage.

HANG-UPS

Dark Destiny: Dark Specter is not used to losing, seeing anything that stands in his way as merely a setback toward his ultimate victory over creation. If reduced to 10 Health or less, he immediately uses his Dark Summons Power to cover his retreat.

The Psycho Rangers

"Let's go psycho!"
–Morphin Code of the Psycho Rangers

Formed by Dark Specter to create a team of villainous anti-Rangers, the Psycho Rangers are Void-infused monsters in Power Ranger forms. What began with the fall of the Green Supersonic Ranger, a Xybrian named Trek, would eventually evolve into a revolving team of technologically constituted life constructs modified, trained, and urged to be instruments of murder.

This section contains the statistic blocks for the six known Psycho Rangers and their Monster Form counterparts for use as recurring Threats to any Power Ranger team!

THE PSYCHO RANGERS

Green Psycho Ranger (Trek)

"How did it feel to crush your enemies?"
–Dark Specter

Hailing from distant Xybria, Trek was a member of the Supersonic Rangers responsible for tracking down and defeating monsters across their corner of the galaxy. His ambitions put him at cross purposes with the team leader and Supersonic Red Ranger, who downplayed Trek's necessity repeatedly, eventually opening the Green Ranger up to Dark Specter's corrupting influence.

Urged by Dark Specter, Trek arranged for his team's demise before traveling to Infernus. At Dark Specter's throne, Trek transformed into the Green Psycho Ranger and swore his life to the Path of Cruelty.

THREAT LEVEL: 13

SIZE: Common **HEALTH:** 5

MOVEMENT: 40ft Ground

STRENGTH: 9 **SPEED:** 10
SMARTS: 9 **SOCIAL:** 7

TOUGHNESS: 21 **EVASION:** 22
WILLPOWER: 19 **CLEVERNESS:** 17

SKILLS

- Acrobatics +d2
- Alertness +d4
- Brawn +d2
- Conditioning +2
- Deception +d4
- Finesse (Blades) +d6*
- Infiltration +d4
- Initiative +d2
- Intimidation +d6
- Might (Martial Arts) +d6*
- Performance +d4
- Persuasion +d4
- Science (Dark Arts) +d4*
- Streetwise +d2
- Survival +d4
- Targeting +d6
- Technology +d4
- Languages: Fluent in Xybrian and most spacefaring languages

PERKS

Dark Weapon: The Green Psycho Ranger carries a special darkness-infused Void melee weapon that allows him to roll Skill Tests with it as if Specialized and re-roll any dice results of a natural 1 (he must accept the second result).

Extra Attacks: The Green Psycho Ranger can make up to 2 Attacks when he takes an Attack action with his Psycho Dagger or Psycho Strike.

Gang-Up: The Green Psycho Ranger enjoys striking at enemies when they are busy dealing with something else, gaining ↑2 on an Attack against a target adjacent to another Psycho Ranger.

Psycho Power: The Green Psycho Ranger starts each scene with a Personal Power Pool of 7.

Push Through the Pain: When the Green Psycho Ranger suffers 2 or more damage from a single Attack, he regains 1 Personal Power.

ATTACKS

Psycho Burst (Targeting): +d6, Range 20ft/60ft (2 Energy damage—Blast: 5ft radius)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Psycho Dagger (Finesse): +d6*, Reach (1 Void damage)
Critical Effect: The Green Psycho Ranger may immediately attack the same target again (no action required).
Hands: 1

Psycho Strike (Might): +d6*, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1)
Critical Effect: Target suffers a Snag on their next Attack.
Traits: Martial Arts

POWERS

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into his specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear him with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 point of Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

GEAR

Armor: Psycho Armor (+2 deflective bonus to Toughness and Evasion)

Weapons: Psycho Dagger

HANG-UPS

Overconfident: Trek has always believed he's better and more special than any other Power Ranger, Psycho or not. Whenever his destined greatness is apparent, he basks in the light of it for a moment. When Trek Critically Succeeds on a Skill Test or gains an additional degree of success, he becomes Impaired by his bragging until the end of his next turn.

Green Psycho Monster Form

Unfolding in a nimbus of green energy, the Green Psycho Ranger turns into a monstrous suit of cybernetic armor filled with the balefires of hatred.

THREAT LEVEL: 14

SIZE: Large **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 15 **SPEED:** 14
SMARTS: 10 **SOCIAL:** 6

TOUGHNESS: 25 **EVASION:** 24
WILLPOWER: 20 **CLEVERNESS:** 16

SKILLS

- Acrobatics +d2
- Alertness +d6
- Brawn +d4
- Conditioning +3
- Deception +d2
- Finesse +d6
- Infiltration +d4
- Initiative +d2
- Intimidation +d6
- Might (Martial Arts) +d8*
- Performance +d4
- Persuasion +d4
- Science (Dark Arts) +d4*
- Streetwise +d2
- Survival +d4
- Targeting +d8
- Technology +d4
- Languages: Fluent in Xybrian and most spacefaring languages

PERKS

Gang-Up: The Green Psycho Ranger enjoys striking at enemies when they are busy dealing with something else, gaining ↑2 on an Attack against a target adjacent to another Psycho Ranger.

Path of Cruelty: The Green Psycho Ranger's Monster Form is wreathed in malicious energies that lash out against foes who dare get too close. The Green Psycho Ranger can activate his Cruel Barbs Power any time a creature within 10ft of the Green Psycho Ranger suffers 2 or more damage from a single Attack (no action required).

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and adds 1 damage of the respective type.

ATTACKS

Flames of Hate (Targeting): +d8 vs. Cleverness, Range 0ft (2 Psychic damage—Blast: 60ft Cone); usable 1/scene

Critical Success: Target is Blinded by anger until the end of their next turn.

Traits: Armor-Piercing

Focused Rage Inferno (Targeting): +d8, Range 20ft/60ft (2 Void damage—Blast: 5ft radius)

Monstrous Talons (Might): +d8*, Reach (2 Sharp damage)

Alternate Effects: 2 Sharp damage—Multiple (2) Attacks (↓1)

POWERS

Cruel Barbs (Move): The Green Psycho Monster Form lashes out cruelly against a target within 10ft, attempting an **Intimidation Skill Test against that target's Willpower Defense**. On a success, the target suffers 1 Void damage.

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge himself to a massive size. His Size becomes Towering, he adds extra 1 damage to all Attacks, and he increases his Toughness and Evasion Defenses by 2.

HANG-UPS

Overconfident: Trek has always believed he's better and more special than any other Power Ranger, Psycho or not. Whenever his destined greatness is apparent, he basks in the light of it for a moment. When Trek Critically Succeeds on a Skill Test or gains an additional degree of success, he becomes Impaired by his bragging until the end of his next turn.

Red Psycho Ranger (Virgil)

"I will kill every Power Ranger I see until I draw my dying breath. My THIRD dying breath." –Psycho Red

Virgil was crafted from the strains of emotion that lead to anger, rage, and violent tendencies, built to be the Red Psycho Ranger. Now he uses his deadly sword skills and fury to overwhelm his opponents!

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 10 **SPEED:** 6
SMARTS: 5 **SOCIAL:** 6

TOUGHNESS: 24 **EVASION:** 20
WILLPOWER: 17 **CLEVERNESS:** 18

SKILLS

- Alertness +d4
- Animal Handling +d4
- Athletics +d2
- Brawn +d2
- Conditioning +3
- Infiltration +d2
- Initiative +d4
- Intimidation +d2
- Might (Swords) +d6*
- Performance +d4
- Persuasion +d4
- Streetwise +d2
- Survival +d2
- Targeting +d6
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

Defensive Fighting: The Red Psycho Ranger gets a thrill out of dodging attacks and has +2 to all Defenses.

Extra Attacks: The Red Psycho Ranger can make up to 2 Attacks when he takes an Attack action with his Psycho Sword.

Psycho Power: The Red Psycho Ranger starts each scene with a Personal Power Pool of 6.

Right Behind You!: By spending 1 Power at the beginning of a combat scene, Virgil can change his position in the Initiative order to act immediately after an ally.

ATTACKS

Psycho Burst (Targeting): +d6, Range 20ft/60ft (2 Energy damage—Burst: 10ft radius)
Critical Effect: Target is Impaired until the end of their next turn.

Psycho Strike (Might): +d6, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1)
Critical Effect: Target suffers a Snag on their next attack.

Psycho Sword (Might): +d6*, Reach (2 Void damage)
Critical Effect: Target halves all Movement values (round up) until the end of their next turn.

POWERS

Driving Strike (No action required): By spending 1 Personal Power before making a Melee Attack, Virgil can either ignore a target's bonuses to Defense from armor or re-roll any Skill die/dice (he must accept the second result).

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into his specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear him with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 point of Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

GEAR

Armor: Psycho Armor (+2 deflective bonus to Toughness and Evasion)

Weapon: Psycho Sword

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn. Exploding into a massive, armored monster imbued with a volcanic level of fire and heat, the Red Psycho Ranger becomes a blazing titan of incineration.

Red Psycho Monster Form

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 15 **SPEED:** 12
SMARTS: 8 **SOCIAL:** 6

TOUGHNESS: 27 **EVASION:** 24
WILLPOWER: 20 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d4
- Alertness +d6
- Athletics +d2
- Brawn +d4
- Conditioning +3
- Deception +d2
- Initiative +d4
- Intimidation +d4
- Might (Unarmed) +d6*
- Performance +d4
- Persuasion +d4
- Streetwise +d2
- Survival +d4
- Targeting +d8
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

Defensive Fighting: The Red Psycho Ranger gets a thrill out of dodging attacks and enjoys +2 to all Defenses.

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and adds 1 damage of the respective type.

ATTACKS

Hurl Flames (Targeting): +d8, Range 20ft/100ft (2 Fire damage—Multiple [3] Targets [20ft])
Hands: 0

Incineration Blast (Targeting): +d8, Range 50ft/150ft (2 Fire damage—Blast: 15ft radius); usable 1/scene
Critical Success: Target suffers 1 Fire damage if they move before the end of their next turn.
Hands: 0

Monstrous Talons (Might): +d6*, Reach ×2 (2 Sharp damage—Multiple [2] Targets)
Alternate Effect: 2 Sharp damage—Multiple (3) Targets (↓1)
Hands: 0

POWERS

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge himself to a massive size. His Size becomes Towering, he adds 1 damage to all attacks, and he increases his Toughness and Evasion Defense by 2.

Path of Flame (Free): The Red Psycho Ranger's Monster Form is an inferno of superheated energy. When the Red Psycho Ranger successfully hits a target with a Melee Attack, he can spend a Free action to attempt a **Might Skill Test against that target's Toughness** On a success, the target takes 1 Fire damage.

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Black Psycho Ranger (Photon)

"He's a Ranger. We kill him. It's what Psychos do."
–Psycho Black

One of the more introspective of the Psycho Ranger creations, Photon often finds himself caught up in his thoughts in ways that befuddle other Psycho Rangers. His stoic exterior personifies Photon's elemental influences of stone and rock.

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 7

MOVEMENT: 40ft Ground

STRENGTH: 10 **SPEED:** 7
SMARTS: 10 **SOCIAL:** 6

TOUGHNESS: 22 **EVASION:** 19
WILLPOWER: 20 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Animal Handling +d2
- Athletics +d4
- Brawn +d2
- Conditioning +4
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d6
- Persuasion +d2
- Science +d4
- Survival +d2
- Targeting +d6
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

Extra Attacks: The Black Psycho Ranger can make up to 2 Attacks when he takes an Attack action with his Psycho Staff or Psycho Strike.

Numb: The Black Psycho Ranger is unfeeling and uncaring of his body's injuries and has Resistance to Psychic and Stun damage. He is immune to the Stunned Condition.

On My Own: The Black Psycho Ranger gains ↑1 when neither he nor the target is within 10ft of another Psycho Ranger.

Psycho Power: The Black Psycho Ranger starts each scene with a Personal Power Pool of 6.

ATTACKS

Psycho Burst (Targeting): +d6, Range 20ft/60ft (2 Energy damage—Blast: 5ft radius)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Psycho Staff (Might): +d6, Reach ×2 (1 Void damage)
Critical Effect: Target is knocked Prone.
Hands: 1–2
Trait: Versatile (↑1)

Psycho Strike (Might): +d6, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1), Extra Attacks (3, ↓1)
Critical Effect: Target suffers a Snag on their next Attack.
Hands: 0

POWERS

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into his specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear him with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

You Cannot Win! (Free): The Black Psycho Ranger wields negativity like a laser and can spend 1 Personal Power to attempt an **Intimidation Skill Test against the Willpower Defense** of a target within 60ft that can see and hear him. On a success, the target takes 1 Psychic damage. On a Critical Success, the target is also Impaired until the end of their next turn.

GEAR

Armor: Psycho Armor (+2 deflective bonus to Toughness and Evasion)

Weapons: Psycho Staff

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Black Psycho Monster Form

Wrapping his form in stones and rock, the Black Psycho Ranger becomes a pillar of strength and durability and personifies cold, calculating menace.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 14

MOVEMENT: 35ft Ground

STRENGTH: 18 **SPEED:** 6
SMARTS: 10 **SOCIAL:** 5

TOUGHNESS: 28 **EVASION:** 16
WILLPOWER: 20 **CLEVERNESS:** 15

SKILLS

- Alertness +d4
- Animal Handling +d2
- Athletics +d6
- Brawn +d6
- Conditioning +4
- Initiative +d4
- Intimidation +d6
- Might +d10
- Persuasion +d2
- Science +d4
- Survival +d2
- Targeting +d6
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

Numb: The Black Psycho Ranger is unfeeling and uncaring of his body's injuries and has Resistance to Psychic and Stun damage.

Path of Stone: The Black Psycho Ranger's Monster Form is a shell of ultra-dense stone, granting him Resistance to all damage types except Psychic, Sonic, and Void damage.

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and adds 1 damage of the respective type.

ATTACKS

Avalanche Stomp (Athletics): +d6 vs Toughness, Range 40ft (Stun 2); usable 1/scene
Critical Success: Target is knocked Prone.
Special Effect: Targets all creatures on the ground in Range.
Hands: 0

Hurl Stones (Targeting): +d6, Range 50ft/80ft (2 Blunt damage)
Critical Effect: Target is Stunned until end of their next turn.
Hands: 0

Monstrous Fists (Might): +d10, Reach (2 Blunt damage)
Hands: 0
Traits: Multi-Weapon (2)

POWERS

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge himself to a massive size. His Size becomes Towering, he adds 1 damage to all attacks, and he increases his Toughness and Evasion Defenses by 2.

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Blue Psycho Ranger (Axe)

"I knew you went soft."
–Psycho Blue

A focused and devoted instrument of violence, Axe lets the rest of his team worry about the bigger picture. Psycho Blue is happiest with his weapon or a Power Ranger's throat held firmly in his hands.

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 13 **SPEED:** 5
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 25 **EVASION:** 17
WILLPOWER: 16 **CLEVERNESS:** 14

SKILLS

- Alertness +d2
- Animal Handling +d4
- Athletics +d4
- Brawn +d4
- Conditioning +3
- Deception +d4
- Initiative +d4
- Intimidation +d4
- Might (Brute Force) +d6*
- Performance +d2
- Persuasion +d2
- Streetwise +d4
- Survival +d4
- Targeting +d6
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Energy Static: The Blue Psycho Ranger emits an invisible field of static that counters the Morphin Grid's energies and imposes ↓1 penalty to Skill Tests with Power Weapons or Zords.

Extra Attacks: The Blue Psycho Ranger can make up to 2 Attacks when he takes an Attack action with his Psycho Strike.

Psycho Power: The Blue Psycho Ranger starts each scene with a Personal Power Pool of 8.

ATTACKS

Psycho Axe (Might): +d6*, Reach (2 Void damage)
Alternate Effect: 3 Void damage (↓1)
Critical Effect: Target is pushed 10ft away.
Hands: 2

Psycho Burst (Targeting): +d6, Range 20ft/60ft (2 Energy damage—Blast: 5ft radius)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Psycho Strike (Might): +d6*, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1), Extra Attacks (3, ↓1)
Critical Effect: Target suffers a Snag on their next attack.
Hands: 0
Traits: Martial Arts

POWERS

Better You than Me (Move): The Blue Psycho Ranger can siphon energy from an ally to heal. When he spends 1 Personal Power and touches an ally, the Blue Psycho Ranger can regain 2 Health by inflicting 1 Void damage upon the touched ally.

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into his specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear him with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 point of Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Power Bleed (1/turn, Free): The Blue Psycho Ranger can spend 1 Personal Power to amplify his Attacks with dark energy until the end of his turn. His successful attacks drain 1 Personal Power from the target, if able.

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

GEAR

Armor: Psycho Armor (+2 deflective bonus to Toughness and Evasion)

Weapons: Psycho Axe

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Blue Psycho Monster Form

Becoming a monster made from ice and darkness, the Blue Psycho Ranger manifests as a heartless killing machine, frozen and cold in every sense. Slashing claws and sub-zero temperatures embody what Psycho Blue stands for.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 15 **SPEED:** 12
SMARTS: 8 **SOCIAL:** 7

TOUGHNESS: 25 **EVASION:** 22
WILLPOWER: 18 **CLEVERNESS:** 17

SKILLS

- Alertness +d2
- Athletics +d4
- Brawn +d6
- Conditioning +3
- Deception +d4
- Initiative +d6
- Intimidation +d6
- Might (Brute Force) +d8*
- Performance +d2
- Persuasion +d2
- Streetwise +d2
- Survival +d4
- Targeting +d6
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Energy Static: The Blue Psycho Ranger emits an invisible field of static that counters the Morphin Grid's energies and imposes ↓1 penalty to Skill Tests with Power Weapons or Zords.

Path of Frost: Jagged shards of sub-zero-temperature ice cover the Blue Psycho Ranger's Monster Form. Whenever the Blue Psycho Ranger Monster Form suffers 2 or more damage from a single blow, he immediately retaliates by attempting a **Brawn Skill Test against the attacker's Toughness Defense**. On a success, the attacker takes 1 Cold damage. On a Critical Success, the attacker is also Immobilized until the end of the Blue Psycho Ranger's next turn.

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and adds 1 damage of the respective type.

ATTACKS

Blast of Cold (Targeting): +d6, Range 20ft/100ft (2 Cold damage—Multiple [3] Targets [20ft])
Hands: 0

Ice Flechettes (Targeting): +d6, Range 60ft/120ft (2 Cold damage); usable 3/scene
Alternate Effects: 2 Cold damage—Multiple (3) Targets (↓1)
Critical Success: Target doesn't benefit from bonuses from armor until the end of their next turn.
Hands: 0
Traits: Ballistic

Monstrous Talons (Might): +d8*, Reach (1 Sharp damage and 1 Cold damage)
Alternate Effects: 1 Sharp damage and 1 Cold damage—Multiple (2) Targets (↓1)
Hands: 0

POWERS

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge himself to a massive size. His Size becomes Towering, he adds 1 damage to all attacks, and he increases his Toughness and Evasion Defenses by 2.

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Pink Psycho Ranger (Nokrea)

"Sure. We can escape. Right after we kill..."
–Psycho Pink

The closest thing to a supporting member of the Psycho Ranger roster, Nokrea dedicates her time to recognizing enemy weaknesses and taking advantage of them. No less deadly a foe, Nokrea can at least judge her actions against a different level of balance, choosing to destroy instead of being hardwired to do so!

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 10 **SPEED:** 10
SMARTS: 8 **SOCIAL:** 5

TOUGHNESS: 22 **EVASION:** 22
WILLPOWER: 18 **CLEVERNESS:** 15

SKILLS

- Alertness +d8
- Athletics +d4
- Brawn +d2
- Conditioning +3
- Culture +d2
- Deception +d2
- Finesse +d6
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d4
- Performance +d2
- Persuasion +d4
- Survival +d2
- Targeting (Bows) +d6*
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Extra Attacks: The Pink Psycho Ranger can make up to 2 Attacks when she takes an Attack action with her Psycho Bow or Psycho Strike.

Psycho Power: The Pink Psycho Ranger starts each scene with a Personal Power Pool of 6.

Their Loss, My Gain: The Pink Psycho Ranger can strengthen herself by seeing the hardships of others. Anytime a visible character within 60ft Fumbles on a Skill Test, she regains 2 Health.

Unshakable Aim: When the Pink Psycho Ranger decides to put someone in her sights, her aim is ironclad. By taking the Aim action and spending 1 Personal Power, this character gains ↑2 to the Attack Skill Test and adds the Ballistic weapon trait to the Attack.

ATTACKS

Psycho Bow (Targeting): +d6, Range 60ft/180ft (1 Void damage)
Critical Effect: The Pink Psycho Ranger may immediately make an additional Psycho Bow Attack against the same target as a Free action.
Hands: 2
Traits: Accurate (↑1)

Psycho Burst (Targeting): +d6, Range 20ft/60ft (2 Energy damage—Burst: 5ft radius)
Critical Effect: Target is Impaired until the end of their next turn.
Hands: 0

Psycho Strike (Finesse): +d6, Reach (Stun 1)
Alternate Effect: 1 Blunt damage (↓1)
Critical Effect: Target suffers a Snag on their next Attack.
Hands: 0
Traits: Martial Arts

POWERS

Maximize Flaws (1/turn, Free): The Pink Psycho Ranger can use a target's weaknesses against them. By spending 1 Personal Power, Nokrea's next Attack ignores a single target's Resistances. If the target has no Resistances, the attack ignores any bonuses to Defense from armor instead.

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into her specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear her with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 point of Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

GEAR

Armor: Psycho Armor (+2 armor bonus to Toughness and Evasion)

Weapons: Psycho Bow

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Pink Psycho Monster Form

The Pink Psycho Ranger bursts into a vicious and terrifying plant monster covered in sticky, corrosive sap and ripe with metabolizing pollen. Whether slicing them to ribbons or slowly dissolving them, the Psycho Pink monster form is ready to bring her enemies down.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 14 **SPEED:** 13
SMARTS: 8 **SOCIAL:** 7

TOUGHNESS: 24 **EVASION:** 23
WILLPOWER: 18 **CLEVERNESS:** 17

SKILLS

- Alertness +d8
- Athletics +d4
- Brawn +d6
- Conditioning +3
- Culture +d2
- Deception +d2
- Finesse +d4
- Infiltration +d4
- Initiative +d4
- Intimidation +d6
- Might +d6
- Performance +d6
- Persuasion +d6
- Survival +d2
- Targeting +d8
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Path of Thorns: Rippling with thorns, the Pink Psycho Ranger's Monster Form can blast them out in retaliation when struck. When the Pink Psycho Ranger's Monster Form suffers 2 or more damage from a single strike, she may spend a Free action to make the following Attack:

Thorn Rain (Performance): +d6, Range 10ft (1 Sharp damage)
Special Effect: Targets all enemies within 10ft.

Their Loss, My Gain: The Pink Psycho Ranger can strengthen herself by seeing the hardships of others. Anytime a visible character within 60ft Fumbles on a Skill Test, this character regains 2 Health.

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and adds 1 damage of the respective type.

ATTACKS

Monstrous Talons (Might): +d6, Reach (2 Sharp damage—Multiple [2] Targets)
Alternate Effect: 2 Sharp damage—Multiple (3) Targets (↓1)
Hands: 0

Pollen Cloud (Targeting): +d8, Range 30ft/80ft (2 Acid damage—Blast: 15ft radius); usable 2/scene
Critical Success: Target is Blinded until the end of its next turn.
Special Effect: Target cannot use Evasion Defense.
Hands: 0

Sap Spray (Targeting): +d8, Range 40ft (2 Acid damage—Blast: 10ft-wide line)
Hands:0

Tentacle Vine (Might): +d6, Reach ×2 (2 Acid damage)
Special Effect: Target cannot use Toughness Defense; Target is grappled until they succeed at a **DIF 20 Brawn Skill Test**. While Grappled, the target suffers 1 Acid damage at the end of their turn.
Hands: 0

POWERS

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge herself to a massive size. Her Size becomes Towering, she adds 1 damage to all attacks, and she increases her Toughness and Evasion Defenses by 2.

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Yellow Psycho Ranger (Yellow)

We like to win. Whatever it takes."
–Psycho Yellow

Mean-spirited and filled with emotional bile, Psycho Yellow was created to push her fellow Psycho Rangers to be as evil as possible. This mentality was so ingrained in her that when Karone "freed" one generation of Psychos to be individuals, Psycho Yellow didn't understand why she needed a name, simply going by Yellow.

THREAT LEVEL: 11

SIZE: Common **HEALTH:** 6

MOVEMENT: 40ft Ground

STRENGTH: 13 **SPEED:** 5
SMARTS: 7 **SOCIAL:** 8

TOUGHNESS: 25 **EVASION:** 17
WILLPOWER: 19 **CLEVERNESS:** 20

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d2
- Conditioning +3
- Deception +d4
- Initiative +d2
- Intimidation +d8
- Might +d6
- Persuasion (Interrogation) +d6*
- Science +d4
- Streetwise +d4
- Survival +d4
- Targeting +d8
- Technology +d2
- Languages: Fluent in most spacefaring languages

PERKS

Distraction: The Yellow Psycho Ranger can use taunts, threats, and elaborate gestures to throw off enemy attacks. By spending 1 Personal Power when making an Initiative Skill Test, all Ranged Attacks targeting the Yellow Psycho Ranger suffer ↓1.

Extra Attacks: The Yellow Psycho Ranger can make up to 4 Attacks when she takes an Attack action with her Psycho Slinger.

I Refuse!: Exceptionally stubborn, the Yellow Psycho Ranger gains a +2 bonus to Willpower and Cleverness Defenses.

Psycho Power: The Yellow Psycho Ranger starts each scene with a Personal Power Pool of 6.

ATTACKS

Psycho Burst (Targeting): +d8, Range 20ft/60ft (2 Energy damage—Blast: 5ft radius)
Critical Effect: Target is Impaired until end of their next turn.
Hands: 0

Psycho Slinger (Targeting): +d8, Range 30ft/80ft (1 Void damage per 2 Hits)
Critical Effect: Target suffers Snag on any Skill Tests until the end of their next turn.
Hands: 2

Psycho Strike (Might): +d6, Reach (Stun 1)
Alternate Effects: 1 Blunt damage (↓1)
Critical Effect: Target suffers a Snag on their next Attack.
Hands: 0
Traits: Martial Arts

POWERS

Hard Hitter (1/turn, Standard): The Yellow Psycho Ranger can spend 1 Personal Power to exchange her multiple Psycho Slinger Attack Skill Tests for a single, more powerful attack. The Yellow Psycho Ranger attempts an Attack with a **Targeting Skill Test against the Evasion Defense** of a single target, but that attack gains Edge and adds 1 damage of the respective type.

Monster Morph (1/scene, Standard): The Psycho Ranger can spend 3 Personal Power to change into her specific Monster Form.

Nemesis Drain (1/scene, Standard): The Psycho Ranger can spend 2 Personal Power to target all foes within 30ft that can see and hear him with an **Intimidation Skill Test against their Willpower Defenses**. On a success, the target loses 1 point of Personal Power and reduces the Toughness bonus they receive from their "It's Morphin Time!" Perk by 1 (to a minimum of 0).

Psycho Assault (1/turn, Free): The Psycho Ranger can spend 1 Personal Power to gain ↑1 and +1 damage on all Attack Skill Tests this turn.

GEAR

Armor: Psycho Armor (+2 deflective bonus to Toughness and Evasion)

Weapons: Psycho Slinger

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.

Yellow Psycho Monster Form

Shapeshifting into a monstrous insectoid form, Psycho Yellow turns her emotional and mental toxicity into all-too-real physical poisons that flow through her claws, fangs, and stingers.

THREAT LEVEL: 13

SIZE: Large **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 15 **SPEED:** 9
SMARTS: 9 **SOCIAL:** 6

TOUGHNESS: 25 **EVASION:** 19
WILLPOWER: 21 **CLEVERNESS:** 18

SKILLS

- Acrobatics +d6
- Alertness +d8
- Animal Handling +d4
- Athletics +d2
- Brawn +d6
- Conditioning +3
- Deception +d2
- Initiative +d4
- Intimidation +d8
- Might +d8
- Persuasion +d2
- Streetwise +d4
- Survival +d6
- Targeting +d8
- Technology +d4
- Languages: Fluent in most spacefaring languages

PERKS

I Refuse!: Exceptionally stubborn, the Yellow Psycho Ranger gains a +2 bonus to Willpower and Cleverness Defenses.

Path of Venom: Covered in spines and stingers filled with highly acidic toxins, the Yellow Psycho Ranger's Monster Form attempts to poison her enemies with every strike. Anytime the Yellow Psycho Ranger successfully hits a target with a Melee Attack with a Standard action, she may use a Free action to make this same Attack against the same target:

Zordbane: Each Psycho Ranger trains their Monster Form to take on and destroy Power Rangers' Zords. Whenever targeting a Zord, this character gains ↑1 on Attack Skill Tests and +1 damage of the respective type.

ATTACKS

Monstrous Talons (Might): +d8, Reach (2 Sharp damage—Multiple [2] Targets)
Alternate Effects: Multiple (3) Targets (↓1)
Hands: 0

Scything Limbs (Might): +d8, Reach ×2 (1 Sharp damage and 1 Poison damage)
Hands: 0
Traits: Multi-Weapon (3)

Stinger Spray (2/scene, Targeting): +d8, Range 0ft (1 Poison damage—Blast: 60ft Cone)
Critical Success: Target may choose to either be Impaired until the end of its next turn or to suffer 1 additional Poison damage immediately.
Hands: 0

Toxic Spit (Targeting): +d8, Range 20ft/60ft (2 Poison damage—Blast: 5ft radius)
Hands: 0

Venomous Bite (Might): +d8, Reach (3 Poison damage)
Critical Effect: Target is Grappled until Psycho Yellow attacks a different target or the Grappled character succeeds in a **DIF 20 Brawn Skill Test**.
Hands: 0
Traits: Inaccurate (↓1)

POWERS

Grow! (1/scene, Standard): The Monster Form Psycho Ranger can enlarge herself to a massive size. Her Size becomes Towering, she adds 1 damage to all attacks, and she increases her Toughness and Evasion Defenses by 2.

Venom's Reward (1/turn, Move): After striking a target with an Attack that deals Poison damage, Psycho Yellow deals 1 Strength Essence damage to that target.

HANG-UPS

Psychic Scars: The dark sciences used to create the Psycho Rangers over and over leave scars on their psyche. Anytime the Psycho Ranger rolls a Skill Test and Fumbles, roll 1d6, applying the result to the Psycho Ranger: 1–3: no additional effect; 4: Immobilized until end of next turn; 5: Impaired until end of next turn; or 6: Stunned until end of next turn.